CHECKERS

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CHECKERS

By

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Author of "Chess," etc.

AN EXPERT EXPLAINS ALL
THE MOVES OF THE GAME,
ITS OPENINGS AND POSITIONS,
AND GIVES MANY PROBLEMS

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Checkers

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To

Walter Penn Shipley

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CHECKERS

CHAPTER I

INTRODUCTION

THE oldest game in the world is draughts or, as we Americans term it, checkers. Historians tell us that the game was played in one form or another hundreds of years before Christ. The principle of the game is very simple, but to play it well is quite the reverse.

My purpose in writing this book is to give the young player some idea of how to conduct a game of checkers in a way which will get him into the habit of making good moves, thus avoiding the glaring mistakes common among all beginners. Some students have a natural checker talent. They become good players without the aid of a book, through experience, but when they at last take up the book moves, coupled with their natural ability, they develop into brilliant exponents of the mental pastime.

My advice, therefore, to the student is to get the good move habit first and you will save much valuable time.

BOOK MOVES

What is meant by the book moves?

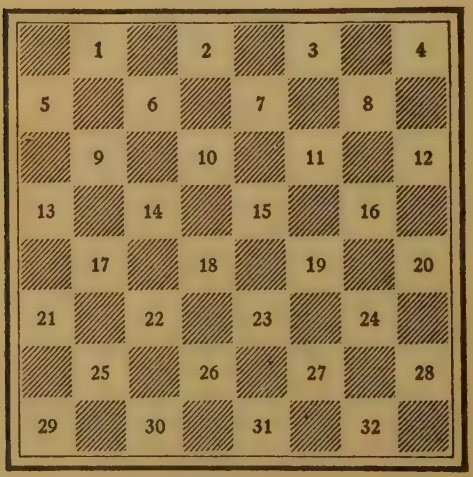
These are standard openings—moves which have been proved by experts to be the strongest for both sides. Every possible play on the board at the start of the game

has been analyzed by the checker masters and new analysis is being contributed each year.

THE NUMBERED BOARD

In order to record these games and openings, as well as problems, years ago the checker masters devised a system of numbering the squares. Diagram A, appended, will show the system of numbering:

DIAGRAM A



STARTING THE GAME

In playing a game of checkers each player has the double corner at his right side. Starting in the upper left-hand corner with No. 1, we number each white square

consecutively until we reach the last white square, which is No. 32.

Now, after the checkers are placed upon the numbered squares, you will readily see that it is a simple matter to record the moves made. Black's move is always given first. For example, then, 11-15, 23-19, 8-11, 22-17, etc., when translated, reads—Black moves a piece from 11 to 15; White moves a piece from 23 to 19, etc. But in order to shorten our system, we drop everything but the figures and insert a dash between these. In this way a perfectly simple and simply perfect system of recording moves was invented.

SETTING THE PIECES, ETC.

Nearly everyone is familiar with the method of setting the pieces at the start of the game. They are placed upon the white squares in printed diagrams, always with the diagram showing the double corner to the right.

Nowadays a large percentage of checker boards are printed upon cardboard and in various colors. Red and black is more often used than black and white. The light color is always termed "white" in this case.

The majority of these printed boards are made to fold, and if we resolve to adhere to our rule to play upon the white squares, as in the printed diagrams, we should take care to see that our board is placed so that the double corner on the right side will be white.

Having done this, the pieces (or men) are placed upon the numbered squares. The black men occupy the squares from No. 1 to No. 12, while the white forces are usually assigned the section from No. 21 to No. 32.

After having numbered the board and placed the men as indicated in the diagram, you are ready to start play.

The game may be played by more than two persons, the partners in each side consulting before moving, but it is customary to play single handed. Black always plays first. The players move alternately, each moving one square at a time, unless he is compelled to jump, or take, when he may jump over several squares at the same time, according to the number of men he is obliged to jump.

The game is won when one player captures or blocks all of his adversary's pieces. A drawn game is agreed upon between two players when neither side has any advantage, or when a game has reached such a stage that it would be impossible to force a win. A draw is an equal division of honors, and an even game for both sides.

In checkers (and the same rule applies to most mental games wherein the element of luck is removed) if you conduct the game according to the best play on both sides, the result will be a draw, or an equal game. At the start of the game it is the general opinion of most authorities that neither side has the advantage. Having the first move is of little importance. Remember that for every move made by the first player there is a proper answer, as you will learn when you have reached the chapter devoted to the Standard Openings given elsewhere in this book.

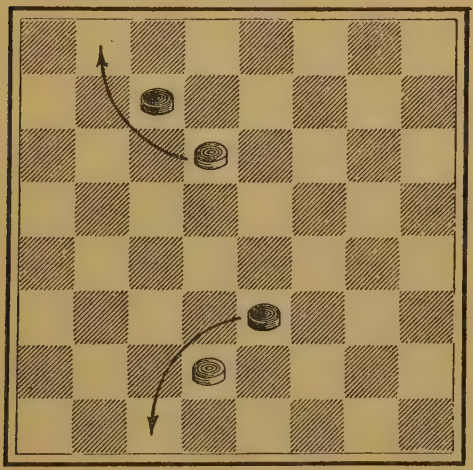
Modern checker matches are ofttimes conducted with a view to doing away with unnecessary draws. Various systems of restricting the players (determined by lot) to certain opening moves are used with success. In a set match it not infrequently happens that the result will be one or two losses or wins, with as many as thirty drawn games. "Keep the draw in hand" is a rule which you will do well to learn at the start of your checker career.

MOVEMENT OF THE PIECES

There are twelve men on each side, twenty-four in all. The pieces move in a diagonal manner, one square at a time. At the start of the game they must go forward and not backward until they reach the extreme limit of

DIAGRAM B

BLACK



WHITE

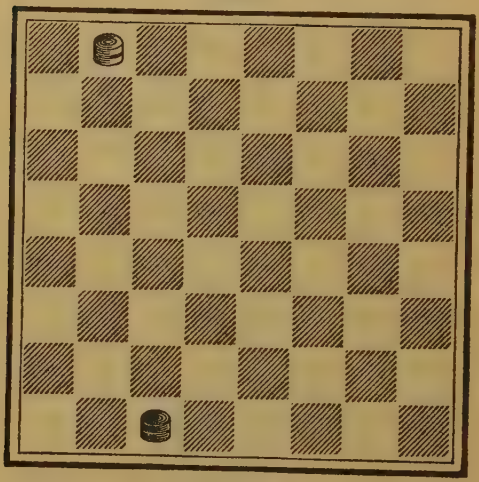
the board numbered from 1 to 4 on Black's side, or 29 to 32 on White's side. Every black man which succeeds in reaching the white King row, as the section from 29 to 32 is called, becomes a King, as does every white man reaching squares numbered 1 to 4. The King has the power

to move and jump either forward or backward. See Diagrams B and C.

Here Black must jump from 23-30, while White goes from 10-1; after which Black is left with a King on 30, and White with a King on 1.

DIAGRAM C

BLACK



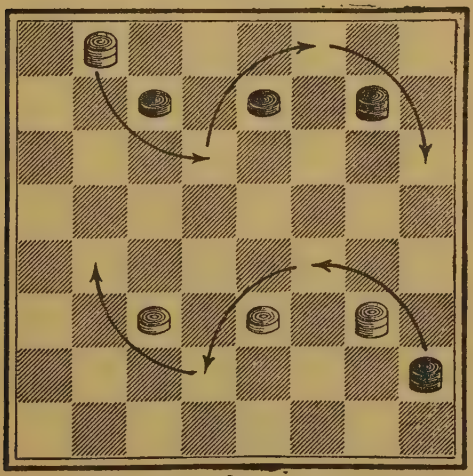
WHITE

The pieces have the power of leaping over or jumping men of the opposite color. Whenever you jump one or more men, you must remove the pieces you have jumped. The above diagram (C) illustrates the result of the above jump.

In Diagram D, given below, there are two jumps illustrated. Black with his king can go from 28 to 17, capturing the white pieces on 24, 23 and 22. White then continues by jumping from 1 to 12, also taking three pieces in this manner.

DIAGRAM D

BLACK



WHITE

CHAPTER II

RULES OF THE GAME

I HAVE taken the liberty of making the Standard Laws of Checkers conform to the printed matter devoted to the game at the present day. For instance, most of our checker books tell us that we are to play upon the black squares, yet they make use of the white squares in the printed matter. In this book diagrams and rules will agree in using the white squares. When a custom is outgrown, some one must take the first step in formally abandoning it. I am taking that step here. The change is, after all, of little consequence as regards the general meaning of the laws of checkers.

Hence, in order to avoid confusion to the beginner, and solely for the purpose of giving the student as clear a view as is within my power, you will pardon me, Mr. Expert, for doing what you have doubtless long since thought should be done to improve the thinking game. My translation of the standard laws of checkers follows:

THE STANDARD BOARD

1. The Standard Board must be of light and dark squares, not less than fourteen and one-half inches, nor more than sixteen inches across said squares.

2. The board shall be placed so that the bottom square on the left hand is white, or of the light color, which brings the double corner at the right hand of the same color.

THE STANDARD MEN

3. The Standard Men, technically described as Black and White, must be light and dark (say red and white, or black and white), turned and round, and not less than one and one-eighth inch, nor more than one and one-fourth inch in diameter.

PLACING THE MEN

4. The men shall be placed on the white squares, as given in all printed diagrams.

5. The black men shall invariably be placed upon the upper twelve squares of the board, numbered from 1 to 12; the white men upon the last twelve squares, numbered from 21 to 32.

ORDER OF PLAY

6. Each player shall play alternate games with black and white men, and lots shall be cast for the color only once, viz., at the commencement of a match, the winner to have the choice of taking either black or white.

FIRST MOVE

7. The first move must invariably be made by the person having the black men.

TIME LIMIT FOR MOVING

8. At the end of five minutes (if the move has not been previously made) "Time" must be called in a distinct manner by the person appointed for the purpose; and if the move be not completed on the expiration of another minute, the game shall be adjudged as lost through improper delay.

9. When there is only one way of taking one or more pieces, "Time" shall be called at the end of one minute;

and if the move be not completed on the expiration of another minute, the game shall be adjudged as lost through improper delay.

ARRANGING THE MEN DURING A GAME

10. Either player is entitled, on giving information, to arrange his own or opponent's pieces properly on the squares. After the move has been made, however, if either player touch or arrange any piece without giving intimation to his opponent, he shall be cautioned for the first offence, and shall forfeit the game for any subsequent act of the kind.

TOUCH AND MOVE

11. After the pieces have been arranged, if the person whose turn it is to play touch one, he must either play it or forfeit the game. When the piece is not playable, he is penalized according to the preceding law.

12. If any part of a playable piece be played over an angle of the square on which it is stationed, the play must be completed in that direction.

CAPTURING PLAY

13. A capturing play, as well as an ordinary one, is completed whenever the hand is withdrawn from the piece played, even although two or more pieces should have been taken.

REMOVED PIECE

14. When taking, if a player remove one of his pieces, he cannot replace it; but his opponent can either play or insist on his replacing it.

FALSE OR IMPROPER MOVES

15. Either player making a false or improper move shall instantly forfeit the game to his opponent, without another move being made.

THE "HUFF" OR "BLOW"

16. If a player fails to capture a piece that he might have taken, but moves elsewhere without capturing, his opponent, before he makes his own play, may remove from the board the piece that failed to make the capture. This is called the "Huff," or "Blow," and it is never counted as a play.

17. The player has the power either to Huff, compel the take, or to let the piece remain on the board, as he thinks proper.

CROWNING THE MEN

18. When a man first reaches any of the squares on the opposite extreme line of the board, it becomes a King, and can be moved backward and forward as the limits of the board permit (though not in the same play), and must be crowned (by placing a man on the top of it) by the opponent; if he neglects to do so, and proceeds to play, any play shall be put back until the man be crowned.

DRAWN GAMES

19. A Draw is when neither of the players can *force* a win. When one of the sides *appears* stronger than the other, the stronger party is required to complete the win, or to show to the satisfaction of the umpire or referee at least a *decided advantage* over his opponent, within forty of his own moves—to be counted from the point at which notice was given—failing in which, he must relinquish the

game as a draw. This rule is the cause of many disputes, but it is rarely applicable to 4 Kings against 3, or 3 Kings against 2.

CONDUCT OF PLAYERS AND SPECTATORS

20. Anything which may tend either to annoy or distract the attention of the player is strictly forbidden—such as making signs or sounds, pointing or hovering over the board, unnecessarily delaying to move a piece touched.* Any principal so acting, after having been warned of the consequence, and requested to desist, shall forfeit the game.

21. While a game is pending, neither player is permitted to leave the room without a sufficient reason, or receiving the other's consent or company.

22. Any spectator giving warning, either by sign, sound, or remark, or any of the games, whether played or pending, shall be ordered from the room during the match, and play will be discontinued until such offending person retires.

MATCH GAMES

23. A match between equals, wins and draws to count, should consist of an even number of games, so that each player may have the first move the same number of times.

ENFORCEMENT OF THE LAWS

24. Either player committing a breach of any of these laws must submit to the penalty, and his opponent is equally bound to exact the penalty.

*Note that we have omitted the words "or smoking," which were here included in the original laws of the game. Smoking is universally permitted nowadays, even in match games.

UNFORESEEN DISPUTES

25. Should any dispute occur, not satisfactorily determined by the preceding laws, a written statement of the facts must be sent to a disinterested arbiter having a knowledge of the game, whose decision shall be final.

CHAPTER III

LESSONS IN ELEMENTARY PLAY

Avoid pushing the pieces around the board for the express plan of getting to the end of a game. Make your moves according to the notation, but take good care to ascertain why such moves are made. Of course, there are hundreds of situations where the book move must be accepted as the best continuation, and it is not always apparent even to the expert just why a given move is selected, but in a greater number of these cases you should be able after practice to understand why the checker masters have picked one move in preference to a number of likely looking continuations. Make a practice of studying the games and problems, and you will be bound to grasp the accepted good moves in preference to those which the amateur would be most apt to fancy.

ENDINGS FOR THE STUDENT

From the following collection of endings, which have been selected from Hill's Manual, the student will derive a wealth of knowledge that will serve him in good stead when he engages in actual play over the board. You should not neglect to give this department a great deal of attention, for the positions are those which are apt to occur most any time in a game. Most of these are decidedly elementary. The expert will tell you, however, that he had to go through this stage, and if he had had someone to guide him through it, he would have been

saved much time and would have improved his play much more quickly.

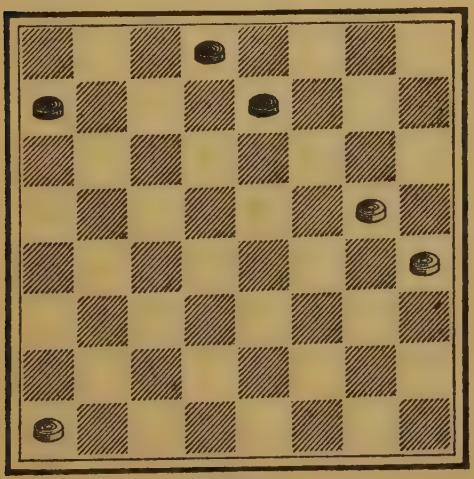
Look at the first position on Diagram E. This illustrates

THE CUT

A "cut" in checkers is an exchange, equal or otherwise. It is done to change the move, and to simplify the position. Often a cut saves the day for you. For example:

DIAGRAM E

BLACK



WHITE

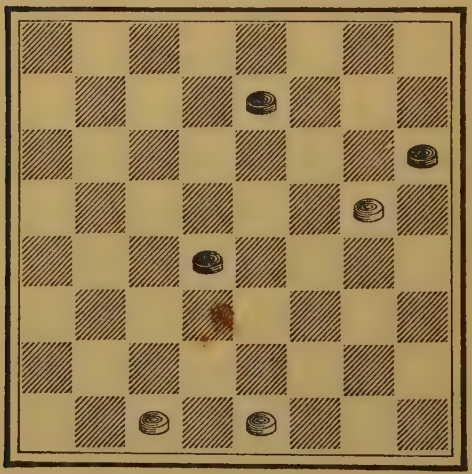
Black to play and win.

White has just moved from 19-16, and Black takes advantage of this by gaining the move as follows: 7-11, 16-7, 2-11; and wins. This is the simple cut.

Below is the two for one cut:

DIAGRAM F

BLACK



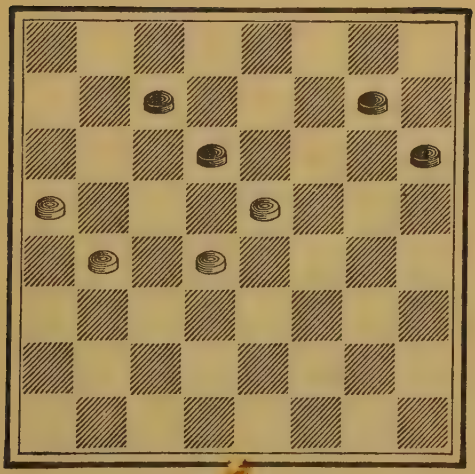
WHITE

White to play and win.

Black's last move was from 8-12, in an attempt to win the man on 16, placed there as a trap, and White finishes him with 30-26, 12-19, 26-23, 18-27, 31-15.

DIAGRAM G

BLACK



WHITE

White to play and draw.

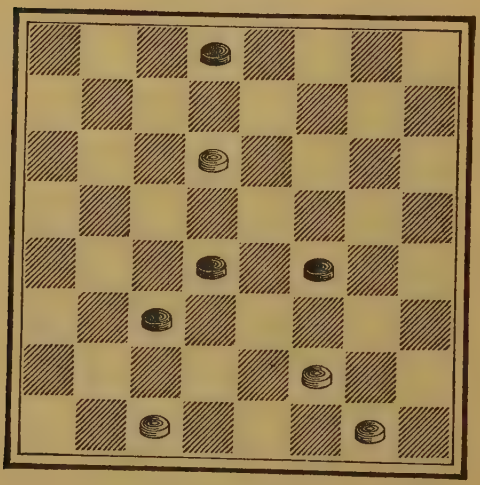
Here is a situation which requires more thought. In the foregoing position White draws by playing 17-14. Then Black continues with 10-19, 18-15, 19-23, 14-9, 12-16, 9-2; drawn.

It is well for the student to accustom himself in the early stages of his career to the give and take principle in checkers, and learn to turn it to his advantage. Learn to look for advantageous "shots" as they are called.

A two for one shot is what you first learn to look for. Here is a simple position:

DIAGRAM H

BLACK



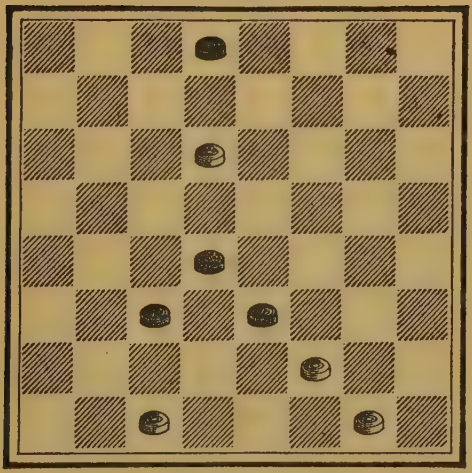
WHITE

White to play and win.

White goes 27-23, 18-27 (*a*), 32-16; and White wins. (*a*) Or 19-26, 30-14, and White wins. If it were Black's play, White could still force two for one. See Diagram:

DIAGRAM I

BLACK



WHITE

Black to play. White wins.

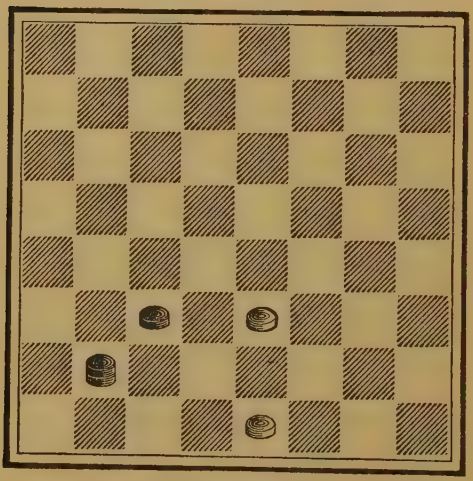
Now we go first with Black from 22-26; then White continues, 32-28, 23-32, 30-14; and White wins.

Play over the foregoing positions and master the principle of give and take. Before you can hope to be a successful player you must become thoroughly familiar with the system of sacrifice and exchange. Say to yourself, "If I give a man here and exchange a man there, after the jump will my position be bettered? Suppose I try this or that sacrifice, is it as bad as it looks?"

Diagram J gives a position whereby Black plays and takes two for one with his King:

DIAGRAM J

BLACK



WHITE

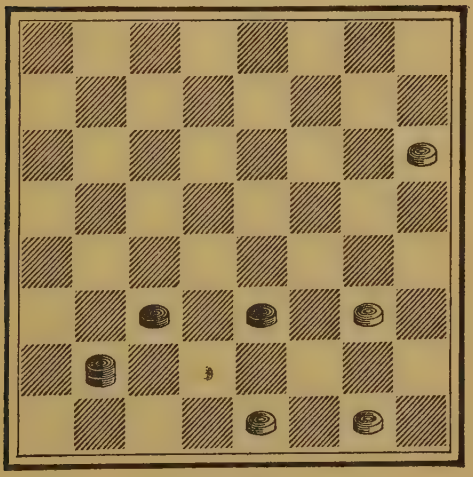
Black to play and win.

The solution to the above is very simple, it goes 22-26, 31-22, 25-27; and Black wins.

Now look at Diagram K. You will find that the position is a little deeper:

DIAGRAM K

BLACK



WHITE

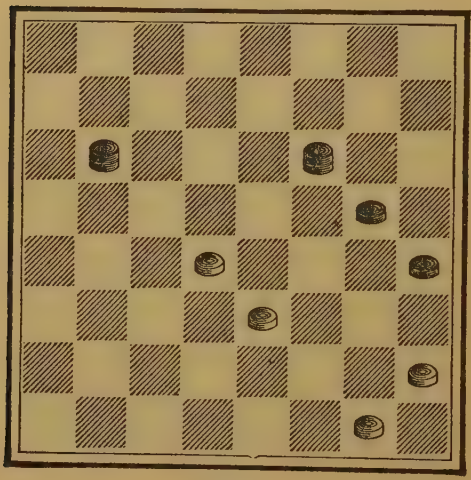
Black to play and win.

We proceed as follows: 23-27, 32-23, 22-26, 31-22, 25-20; and Black wins. This is the three for two shot with the King.

The double exchange is interesting, and you will often be called upon to use this method of simplifying your position over the board. See Diagram L.

DIAGRAM L

BLACK



WHITE

White to play and draw.

On his last play Black made the natural move of 8-11, but it is bad. (8-12 would have won by 18-15, 16-19.) Now White draws with 28-24, 20-27, 18-15, 11-18, 23-5; and White draws.

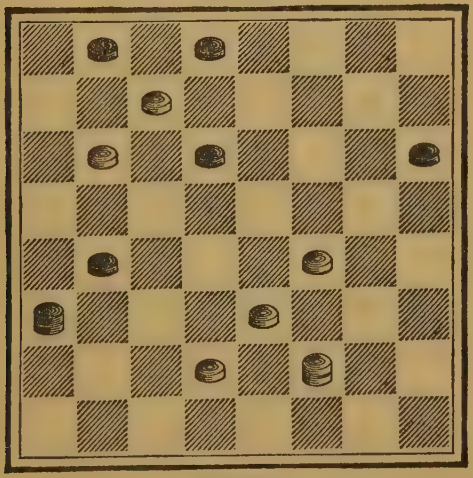
THE STROKE

The "stroke" is the term given to that state of the game in checkers where the win is forced. In the majority of cases this is done by continuously making your adversary jump until you have him in such a position as to leave no doubt as to the outcome. A stroke has been called the firecracker of checkers. See Diagram M.

On the appended diagram the student will find a pretty stroke position, wherein White moves and wins:

DIAGRAM M

BLACK



WHITE

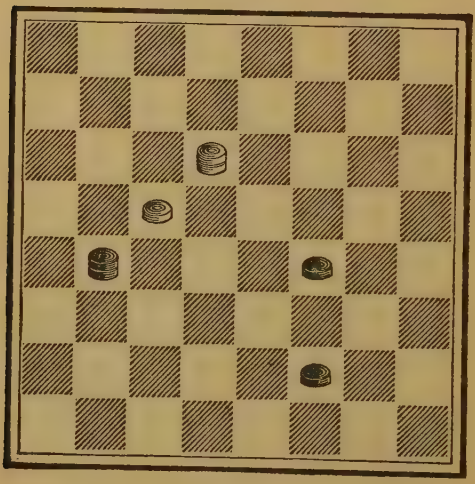
White to play and win.

This is how we proceed to win: 19-15, 10-19, 23-16, 1-10, 27-31, 12-19, 9-6, 2-9, 26-23, 19-26, 31-15, 21-17, 15-18, 17-13, 18-14; and White wins.

In the following diagram we have a position illustrating the slip cut:

DIAGRAM N

BLACK



WHITE

White to play and draw.

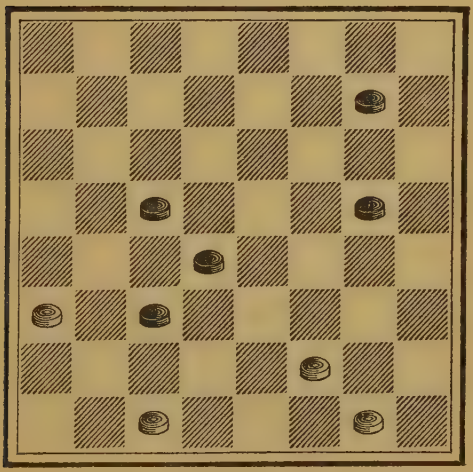
We solve the study as follows: 10-15, 17-10, 15-31, 10-15, 31-27; drawn.

In the above situation you have turned your adversary's man on square 19 to your advantage, inasmuch as you have used it as a backstop for your king.

The in and out shot pictured upon the diagram will be of great interest to the beginner:

DIAGRAM O

BLACK



WHITE

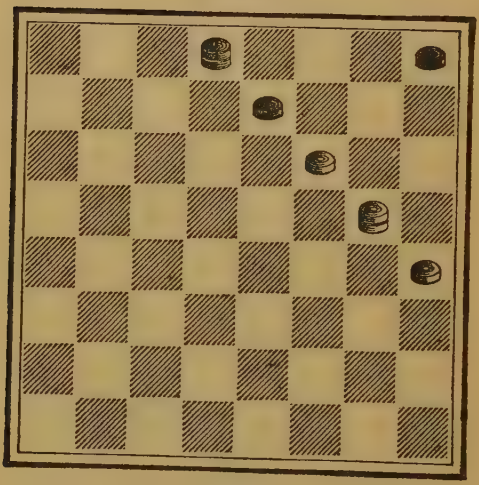
White to play and draw.

Black's last move was 17-22. White plays and draws by 30-26, 22-31, 32-28, 31-24, 28-3. In all cases a player must stop at the king row to be crowned, as is done by Black in the foregoing instance.

Here is a position that will prove instructive:

DIAGRAM P

BLACK



WHITE

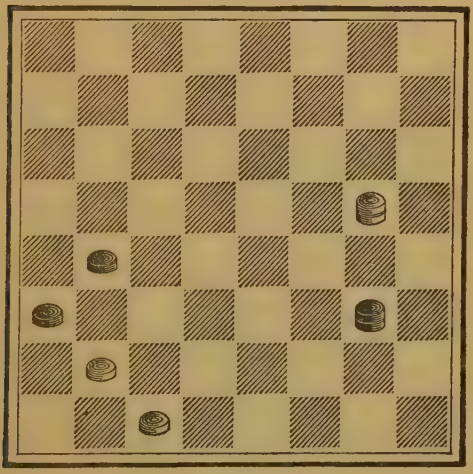
Black to play and win.

We manage to gain the upper hand with the black forces as follows: 4-8, 11-4, 7-11, 16-7; and Black wins. In spite of the fact that White has two single men against the black king he is powerless.

Our next diagram illustrates the **king-row slip cut.** It is easy when you know how:

DIAGRAM Q

BLACK



WHITE

White to play and win.

We win with the following line of play: 30-26, 21-30, 16-20, 30-23, 20-18, 17-21, 18-22; and White wins.

The above position illustrates a very important rule in checkers. That is, that you must stop to get a king. The black man cannot jump from 21 to 23 thereby capturing the two pieces at once. He must stop on square 30 to get crowned.

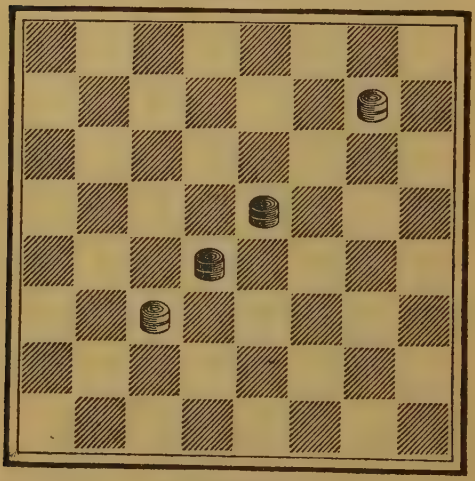
ELEMENTARY KING ENDINGS

Elementary king endings by various authors are given in the following section. End-games by Sturges, Payne and Hill as well as standard positions of value to all students are included. A careful study of these is advised:

DIAGRAM R

By Sturges

BLACK



WHITE

White to play and win.

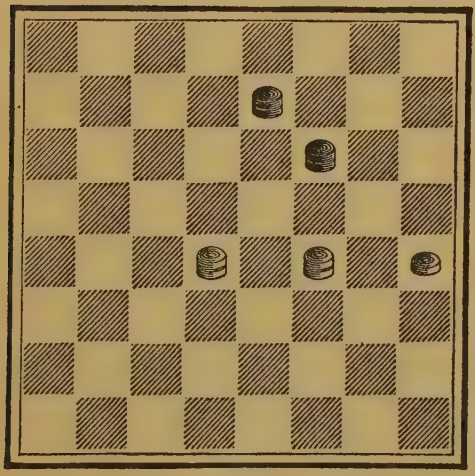
Solution: 8-11, 15-8, 22-15, 8-12, 15-11; and White wins.

The following diagram shows a draw:

DIAGRAM S

By Payne

BLACK



WHITE

Black to play and draw.

Here is how we draw by correct play: 7-10, 19-16, 10-7, 18-23, 11-15, 16-12, 15-11, 23-19, 7-3, 12-16 (*a*), 3-7, drawn.

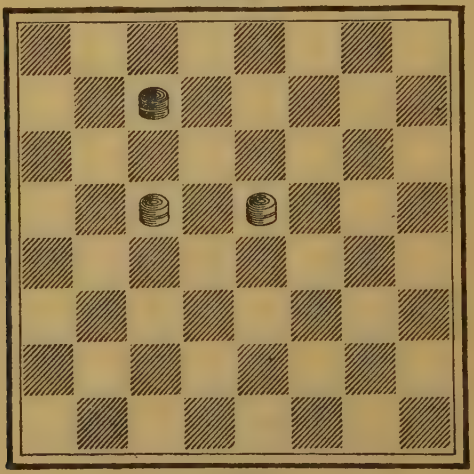
(*a*) If 19-16, 11-15, etc., draws.

TWO AGAINST ONE

Of all the endings in checkers, the two kings against one king, in the double corner, is probably the one which the amateur would like best to know how to force to his advantage. When you have two kings and your opponent has but one in the double corner it is an easy matter to force a win after you learn the method. See Diagram T:

DIAGRAM T

BLACK



WHITE

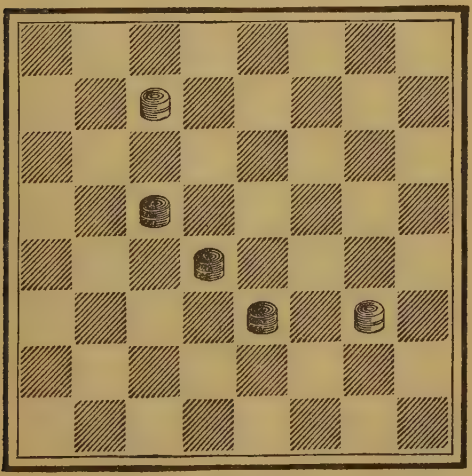
White to play and win.

15-18, 6-1, 14-9, 1-5, 18-14, 5-1, 9-5, 1-6, 5-1, 6-2, 14-18, 2-7, 18-15, 7-2, 15-11; and White wins.

Three kings against two, especially when the player on the short end occupies the double corners, is a puzzle to the beginner. It's easy for the man who has played over the book analysis of the position however. The subjoined diagram shows the position and the solution follows:

DIAGRAM U

BLACK



WHITE

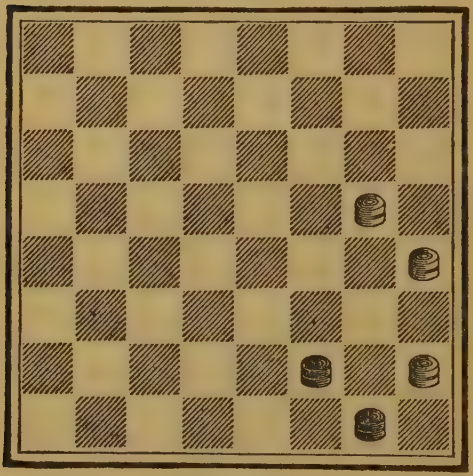
Black to play and win.

Solution: 18-15, 24-28, 23-27, 6-1, 14-10, 28-32, 27-24, 1-5, 10-6, 5-1, 24-19; and Black wins. See Diagram T.

Here's one that's likely to arise any time:

DIAGRAM V

BLACK



WHITE

White to play and win.

16-19, 27-31 (*a*), 20-24, 32-27, 28-32, 27-20, 19-24, 20-27, 32-23; and White wins.

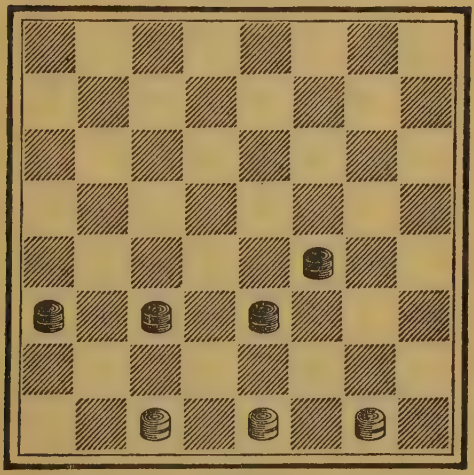
(*a*) 27-24, 20-27, 32-16, 28-24; and White wins.

You will often emerge with an ending similar to the one pictured on the foregoing diagram. Three kings against two occurs frequently. To know how to win without taking an unnecessarily long time is worth the study.

Another goes:

DIAGRAM W

BLACK



WHITE

Either side to play and Black to win.

The foregoing position is one which will prolong a lost game a greater number of moves than any other combination of pieces. The three kings must first be forced into the position given in Diagram W, then we solve it as follows:

Black plays: 19-24, 32-28, 24-20, 28-32, 23-19, 31-27, 22-18, 27-31, 19-24, 32-27, 24-28, 27-32, 18-23, 31-27,

23-26, 30-23, 28-24, 27-31, 24-27, 31-24, 20-18; and Black wins.

White plays: 31-27, 22-18, 27-31, 19-16, 31-26, 23-19, 26-31, 16-20, 32-28, 19-23, 31-26 (*a*), 20-24, 26-19, 24-15; and Black wins.

(*a*) 28-32, 18-22, 31-27, 23-19, 27-31, 19-24, 32-27, 24-28, 27-32, 21-17, 32-27, 28-32, 27-23, 20-16, 23-26, 32-27; and Black wins.

CHAPTER IV

THE STANDARD MOVES

THERE are thirty-nine standard openings given in this chapter, all of which the student should commit to memory. These moves are used by the best players in their match games and are the correct styles of play with which you should open your games.

Whenever the opening is disadvantageous for one side, it is indicated in the footnote. All of the games result in draws, which is the logical result if both sides play correctly.

In playing over the openings and traps read the numbers beginning with the top figures in the upper left-hand column. Turn, for example, to the Old Fourteenth (page 51). Here 11-15 is the first move for Black, White replies 23-19, then Black again plays 8-11, and White answers 22-17; thus the game proceeds column by column. In the footnotes the numbers follow each other in order to save space.

In the opening moves we have avoided giving any variations. We leave the student to continue his course for himself after he has mastered the standard moves. There are hundreds of variations, however, and it will be absolutely necessary for the student to consult a standard guide, after he has grasped the first principles and lessons set forth herein, if he wishes to become an expert player.

AYRSHIRE LASSIE

11-15	22-15	25-22	19-16	28-19	11- 7
24-20	11-18	18-25	12-19	6- 9	13-17
8-11	26-22	29-22	23-16	19-15	21-14
28-24	7-11	11-15	2- 6	10-19	1- 6
4- 8	22-15	27-23	16-11	22-17	Drawn.
23-19	11-18	9-13	9-14	13-22	
15-18	30-26	32-28	24-19	26-10	
	8-11	6- 9	15-24	9-13	

BLACK DOCTOR

11-15	7-14	3- 7	14-17	17-26	17-22
23-19	27-23	24-19	21-14	30-23	19-15
8-11	4- 8	6-10	10-17	1- 6	10-19
22-17	31-27	27-24	25-22	18-14	24- 8
9-13	11-16	17-22	7-10	10-17	22-26
17-14	24-20	25- 9	23-18	23-18	8- 3
10-17	8-11	5-14	16-23	6-10	Drawn.
19-10	28-24	29-25	26-19	32-28	

BOSTON

11-15	15-24	16-23	16-20	6- 9	18-27
22-17	28-19	26-19	31-27	18-15	32-16
9-13	11-16	4- 8	13-17	9-18	20-24
17-14(*a*)	25-21	25-22	30-26	21-14	14-10
10-17	6- 9	8-11	1- 6	7-11	24-27
21-14	29-25	22-18	19-16	15- 8	Drawn.
8-11	9-18	11-16	12-19	3-19	
24-19	23-14	27-23	23-16	27-23	

(*a*) The Boston is not considered one of the standard openings, hence it has not been favored by the checker experts in important matches. It seems to yield a good game, however.

BRISTOL

11-16	5-14	8-11	1- 5	11-15	21-30
24-20	25-22	17-13	29-25	19-10	14-10
16-19	8-11	14-18	6- 9	7-14	30-26
23-16	22-17	26-23	13- 6	31-26	10- 6
12-19	4- 8	19-26	2-18	14-17	5- 9
22-18	27-24	30-14	24-19	26-23	6- 2
9-14	11-15	10-17	15-24	17-21	9-13
18- 9	32-27	21-14	28-19	23-14	2- 6
					Drawn.

DEFIANCE

11-15	29-25	4- 8	26-17	13-17	31-26
23-19	6- 9	22-18	13-22	11- 8	25-29
9-14	25-22	14-17	27-24	17-21	24-20
27-23	9-13	21-14	6- 9	8- 4	29-25
8-11	24-20	10-17	20-16	22-25	Drawn.
22-18	11-15	19-15	9-13	4- 8	
15-22	32-27	1- 6	15-11	25-29	
25- 9	15-24	23-19	8-15	8-11	
5-14	28-19	17-22	18-11	29-25	

CROSS

11-15	19-10	9-13	29-25	15-24	23- 7
23-18	14-23	30-26	15-24	28-19	2-11
8-11	26-19	13-22	28-19	3- 8	26-23
27-23	7-14	25- 9	8-11	31-26	10-15
4- 8	24-20	5-14	25-22	8-11	22-17
23-19	6-10	26-23	11-15	19-16	15-18
10-14	22-17	11-15	32-28	12-19	Drawn.

The Cross gives a safe game for both sides, and is very popular.

ALMA

11-15	15-24	9-13	11-15	11-16	24-27
23-19	28-19	22-17	20-11	2- 7	26-22
8-11	10-14	13-22	15-19	18-23	27-31
22-17	17-10	26-17	23-16	21-17	23-18
3- 8(*a*)	6-24	6- 9	12-19	19-24	28-32
25-22	22-18	17-13	11- 7	17-13	18-14
11-16	24-28	9-14	2-11	16-20	32-27
27-23	29-25	18- 9	9- 6	31-26	22-17
7-11	1- 6	5-14	14-18	23-27	Drawn.
24-20	25-22	13- 9	6- 2	32-23	

(*a*) Many authorities claim that the Alma, formed with this move, is unsound. Lee, however, is of the opinion that the opening gives both sides an equal chance.

CENTER

11-15	17-14	3-10	30-26	14-18	14-10
23-19	11-15	25-22	5- 9	22-17	17-22
8-11	28-24	18-25	24-20	13-22	10- 7
22-17	7-11	29-22	15-24	26-17	2-11
15-18	26-23	5- 9	28-19	9-13	16- 7
19-15	9-13	27-23	11-15	17-14	22-26
10-19	23-19	9-14	19-16	10-17	Drawn.
24- 8	6-10	32-28	12-19	21-14	
4-11	14- 7	1- 5	23-16	13-17	

The Center opening is considered weak for Black. Lee says the advantage rather inclines to the black side. Nevertheless the play is interesting.

BRISTOL-CROSS

11-16	7-10	14-17	1-10	17-22	18-27
23-18(*a*)	17-13	21-14	23-18	19-16	17-10
16-20	3- 7	10-17	10-14	11-15	27-32
24-19	31-26	3-10	18- 9	27-23	30-25
10-14	12-16	6-31	5-14	6- 9	22-26
26-23	19-12	13- 6	32-27	16-11	25-22
8-11	4- 8	31-24	2- 6	15-18	32-27
22-17	12- 3	28-19	25-21	21-17	Drawn.

(*a*) A Spanish author first published play upon this opening in the seventeenth century. It is considered one of the strongest openings.

MAID OF THE MILL

11-15	9-18	11-15	14-17	1- 6	5- 9
22-17	26-23	30-26	23-14	13- 9	14- 5
8-11	10-14	8-11	17-22	6-13	7-21
17-13	24-20	23-19	25-18	27-23	Drawn.
15-18	4- 8	6-10	15-22	10-15	
23-14	28-24	26-23	21-17	19-10	

NAILOR

11-15	9-18	1- 6	8-12	3-10	10-17
23-19	24-20	25-22	32-27	27-23	23-19
8-11	10-15	18-25	5- 9	6- 9	15-18
26-23	19-10	29-22	17-14	13- 6	19-16
4- 8	6-15	16-19	9-18	2- 9	12-19
22-17	17-13	27-24	26-23	21-17	24- 8
15-18	12-16	7-10	19-26	9-13	Drawn.
23-14	31-26	22-17	30- 7	17-14	

Lee cautions the student to avoid this opening. He says it shows weak play.

DENNY

10-14	10-14	8-15	5-14	10-15	17-21
22-17	24-20	27-23	19-16	31-27	11- 7
7-10	6-10	4- 8	12-19	15-18	6-10
17-13	27-24	24-19	23-16	23-19	7- 2
3- 7	1- 6	15-24	7-10	18-22	10-14
25-22	32-27	28-19	16- 7	27-24	2- 7
14-17	14-17	8-11	2-11	14-17	14-17
21-14	23-18	22-18	26-22	19-16	Drawn.
9-25	11-15	10-14	17-26	11-15	
29-22	18-11	18- 9	30-23	16-11	

The Denny is said to be a weak opening for the first player.

DOUBLE CORNER

9-14	8-22	4- 8	7-11	10-19	19-26
22-18	25-18	29-25	27-24	24-15	30-23
5- 9	12-16	8-12	20-27	16-19	3- 7
24-20	28-24	25-22	31-24	23-16	22-17
11-16	16-20	1- 5	11-16	12-19	7-10
20-11	24-19	32-28	19-15	26-23	28-24
					Drawn.

The Double Corner is one of the safest lines for Black, and it appears to give White an equally good game in most variations.

WHITE DYKE

11-15	10-17	10-17	9-18	6- 9	15-18
22-17	21-14	21-14	23-14	26-23	14-10
8-11	4- 8	1- 6	12-16	9-18	7-14
17-14	26-23	29-25	24-20	23-14	27-23
9-18	6-10	6- 9	2- 6	16-19	18-27
23-14	25-21	31-26	25-21	30-26	32- 7
					Drawn.

DUNDEE

12-16	27-20	15-24	26-19	23-14	16-19
24-20	7-16	28-19	27-31	16-12	23-26
8-12	20-11	11-15	8- 3	14-10	11-15
28-24	8-15	19-16	31-27	12- 8	26-30
9-14	25-22	12-19	3- 8	2- 6	15- 6
22-18	4- 8	23-16	10-14	8- 3	1-10
3- 8	31-27	15-19	8-11	6- 9	29-25
18- 9	8-11	16-12	14-18	3- 8	10-14
5-14	27-24	19-24	19-16	9-14	19-23
24-19	6- 9	12- 8	18-22	8-12	Drawn.
11-15	32-28	24-27	30-25	14-18	
20-11	9-13	22-18	27-23	12-16	
15-24	24-19	14-23	25-18	18-23	

SINGLE CORNER

11-15	23-18	4- 8	14- 7	31-27	1- 6
22-18	6-10	28-24	2-11	17-14	14-17
15-22	25-21	8-12	24-19	27-24	6-10
25-18	10-17	19-15	5- 9	14- 5	17-21
12-16	21-14	3- 8	30-25	8-11	3- 8
29-25	1- 6	23-19	11-16	15- 8	21-25
9-13	26-23	11-16	25-22	24-22	10-15
18-14	13-17	26-22	23-26	5- 1	25-30
10-17	31-26	16-23	27-23	6-10	15-11
21-14	8-11	22-13	26-31	8- 3	16-19
16-20	24-19	7-10	22-17	10-14	Drawn.

More play has been published on the above opening than on any of the others. Pillsbury worked out 500 variations on the Single Corner game. It is extremely popular and gives both sides an equal chance. The learner should study it carefully.

DOUGLAS

11-15	10-19	11-15	10-19	7-16	3- 7
22-17	23-16	27-24	23-16	25-22	17-14
8-11	12-19	8-12	12-19	14-18	16-20
17-13	22-18	32-27	26-22	22-15	14- 9
4- 8	9-14	7-10	19-23	6- 9	7-11
25-22	18- 9	27-23	22-15	13- 6	9- 6
15-19	5-14	15-18	2- 7	1-19	11-15
24-15	29-25	24-15	15-11	21-17	Drawn.

Most authorities claim that Black is favored in the Douglas opening.

DYKE

11-15	25-22	8-12	31-27	8-12	21-17
22-17	8-11	17-14	6- 9	32-27	11-15
15-19	30-25	16-20	29-25	12-19	18-11
24-15	4- 8	23-16	1- 6	27-23	9-18
10-19	22-18	12-19	27-23	7-11	22-15
23-16	11-16	25-22	3- 8	23- 7	13-31
12-19	27-23	9-13	23-16	2-11	Drawn.

That neither side gets any advantage from the opening moves of the Dyke seems to be the general opinion, although the game is considered strong for the first player.

SOUTER

11-15	8-11	14-17	6-15	14-18	11-15
23-19	29-25	21-14	13- 9	22-15	17-13
9-14	4- 8	9-18	7-11	11-18	15-18
22-17	24-20	26-23	23-18	25-22	24-19
6- 9	15-24	18-27	14-23	18-25	18-23
17-13	28-19	32-23	31-26	30-21	19-15
2- 6	11-15	10-14	5-14	8-11	Drawn.
25-22	27-24	19-10	26-10	21-17	

OLD FOURTEENTH

11-15	28-24	1- 6	17-14	26-30	28-19
23-19	8-11	22-17	10-17	19-15	13-17
8-11	26-23	18-22	21-14	30-26	8- 4
22-17	9-14	25-18	6-10	15- 8	17-22
4- 8	31-26	15-22	30-25	26-22	4- 8
17-13	6- 9	23-18	10-17	32-28	22-26
15-18	13- 6	14-23	25-21	22-15	19-15
24-20	2- 9	27-18	22-26	24-19	26-30
11-15	26-22	9-13	21-14	15-24	Drawn.

The Old Fourteenth is the most popular checker opening.

PAISLEY

11-16	16-23	1- 6	12-19	5- 9	23-32
24-19	27-18	29-25	32-28	1- 6	15-18
8-11	12-16	11-16	6-10	18-23	32-27
22-18	28-24	30-26	18-15	6-13	25-22
4- 8	8-12	16-19	10-14	23-30	30-25
18-14	26-23	24-15	15-10	13-17	22-17
9-18	16-20	7-10	14-18	14-18	Drawn.
23-14	31-27	14- 7	10- 6	17-22	
10-17	6- 9	3-19	9-14	19-23	
21-14	25-21	23-16	6- 1	22-15	

WHILTER EXCHANGE

11-15	18- 9	8-11	26-23	3- 7	31-26
23-19	5-14	19-16	8-12	13- 6	7-10
7-11	27-23	12-19	25-22	14-18	20-16
22-18	11-15	23- 7	11-15	23-14	12-19
15-22	24-20	2-11	22-17	10-17	26-22
25-18	15-24	29-25	6- 9	21-14	17-26
9-14	28-19	4- 8	17-13	1-17	30-16
					Drawn.

EDINBURGH

9-13	7-16	9-13	17-22	1- 6	2- 6
22-18	22-18	17-14	8- 4	8-11	32-28
10-15	16-20	10-17	12-16	30-25	6- 9
25-22	24-19	21-14	18-15	11-20	28-24
6-10	4- 8	13-17	23-26	25-21	9-14
23-19	29-25	19-15	30-23	23-19	24-20
11-16	8-11	11-16	22-25	21-17	22-18
18-11	25-22	15-11	15-11	14-10	23-26
16-23	5- 9	20-24	25-30	6-24	18-15
27-18	22-17	28-19	11- 8	20-27	26-22
8-15	13-22	16-23	3-12	17-22	12-16
18-11	26-17	11- 8	4- 8	27-23	Drawn.

FIFE

11-15	15-18	4- 8	2-27	22-25	16-20
23-19	25-22	31-27	19-15	21-17	9- 6
9-14	18-25	8-12	11-18	25-30	20-24
22-17	29-22	27-23	20- 2	17-13	6- 2
5- 9	10-14	11-16	27-31	12-16	24-27
17-13	22-17	24-20	24-19	10- 6	1 - 6
14-18	14-18	7-11	31-26	1-10	27-32
19-16	27-23	28-24	19-15	7-14	Drawn.
12-19	18-27	3- 7	26-23	30-25	
26-23	32-23	17-14	15-10	5- 1	
19-26	8-11	6- 9	18-22	25-22	
30- 5	23-19	13- 6	2- 7	13- 9	

WHITE DOCTOR

11-16	11-15	14-18	24-27	16-20	1- 5
22-18	27-23	17-14	16-12	18-15	9- 6
10-14	15-24	10-17	7-11	27-24	23-26
25-22	28-19	21-14	12- 8	11- 8	30-23
8-11	4- 8	11-15	3-12	24-19	15-11
24-20	29-25	19-10	10- 7	15-11	8-15
16-19	8-11	12-19	27-31	2- 6	10-26
23-16	23-18	26-22	7- 3	11- 7	Drawn.
14-23	9-14	18-23	31-27	6-10	
26-19	18- 9	22-18	3- 8	14- 9	
6-10	5-14	19-24	11-16	19-15	
31-26	22-17	20-16	8-11	25-22	

SECOND DOUBLE CORNER

11-15	21-14	1- 6	14-10	5-14	9-14
24-19	12-16	30-26	6-15	17-10	27-24
15-24	26-23	2- 7	18-11	27-23	22-18
28-19	4- 8	24-19	12-16	11- 7	23-26
8-11	31-27	11-16	22-17	16-19	14- 9
22-18	8-12	25-22	9-13	7- 2	26-22
11-16	27-24	7-11	26-22	19-24	18-14
18-14	6- 9	19-15	24-27	2- 5	Drawn.
9-18	25-21	16-19	23-18	24-27	
23-14	16-20	23- 7	27-31	6- 9	
16-23	32-27	3-19	18-14	27-31	
27-18	7-11	27-23	31-27	10- 7	
10-17	29-25	19-24	14- 9	31-27	

GLASGOW-WHILTER

11-15	4- 8	9-13	6-10	7-11	14-18
23-19	29-25	24-19	32-28	16- 7	11-15
8-11	6- 9	15-24	11-15	3-10	26-23
22-17	17-13	28-19	28-24	2- 7	15-22
9-14	8-11	1- 6	10-14	10-14	23-32
25-22	13- 6	26-23	19-10	25-21	22-26
11-16	2- 9	14-17	14-17	26-31	20-27
26-23	19-16	21-14	10- 6	7-11	26-31
16-20	12-19	10-26	17-26	31-26	Drawn
30-26	23-16	31-22	6- 2	23-19	

PIONEER

11-15	17-13	16-23	14- 9	16-20	5- 1
22-17	9-14	31-26	4- 8	25-18	27-31
8-11	18- 9	14-18	9- 5	20-27	23-18
25-22	5-14	26-19	8-11	18-15	31-27
11-16	22-17	18-22	32-27	2- 6	Drawn.
23-18	7-10	17-14	6-10	13- 9	
15-19	27-24	10-17	27-23	6-13	
24-15	19-23	21-14	11-16	15- 6	
10-19	26-19	3- 7	30-25	1-10	

"27-20 SECOND DOUBLE CORNER"

11-15	8-11	15-24	11-16	14-18	19-24
24-19	28-24	28-19	20-11	23-14	26-23
15-24	3- 8	4- 8	7-16	9-18	24-31
27-20(*a*)	32-28	22-18	30-25	31-27	23-14
9-14	11-15	8-11	16-20	12-16	6- 9
22-18	18-11	29-25	18-15	19-12	14-10
5- 9	8-15	1- 5	2- 7	10-19	7-14
25-22	24-19	25-22	22-17	12- 8	17-10
					Drawn.

(*a*) Considered very weak.

KELSO

10-15	18- 9	5-14	13- 6	25-30	9- 6
21-17	5-14	30-25	2- 9	23-18	23-19
11-16	29-25	3- 7	18-15	30-26	15-10
17-13	11-16	25-22	10-14	18-14	20-24
16-20	25-21	14-17	15-10	9-18	6- 2
22-18	4- 8	21-14	14-17	27-24	19-23
15-22	26-22	10-26	19-15	20-27	Drawn.
25-18	7-10	31-22	17-21	32-14	
8-11	22-18	7-10	10- 7	26-23	
24-19	1- 5	22-18	21-25	14- 9	
9-14	18- 9	6- 9	7- 3	16-20	

GLASGOW

11-15	3- 7	9-18	19-26	13-17	25-30
23-19	28-24	22-15	28-19	22-13	6- 2
8-11	7-16	10-19	10-14	2- 6	30-26
22-17	24-20	32-28	30-23	21-17	18-15
11-16	16-19	6-10	9-13	14-21	11-18
24-20	25-22	25-22	18- 9	23-18	2- 7
16-23	4- 8	5- 9	1- 5	6-10	10-14
27-11	29-25	22-18	31-26	13- 9	7-10
7-16	19-24	8-11	5-14	21-25	18-22
20-11	17-14	26-23	26-22	9- 6	10-17
					Drawn.

LAIRD AND LADY

11-15	26-23	7-16	32-23	10-17	16-11
23-19	13-17	20-11	3- 8	11- 2	25-30
8-11	19-15	17-22	25-18	1- 6	23-19
22-17	11-16	27-24	8-22	2- 9	22-26
9-13	24-20	19-23	28-24	5-14	31-22
17-14	16-19	24-19	2- 7	24-20	30-26
10-17	23-16	23-26	19-16	17-21	Drawn.
21-14	12-19	30-23	6-10	20-16	
15-18	15-11	18-27	16-11	21-25	

This was Anderson's favorite opening.

26-17 SINGLE CORNER

11-15	28-24	11-15	26-23	12-16	15-11
22-18	4- 8	31-26	11-16	9- 6	30-25
15-22	25-22	8-11	23-14	19-24	22-18
26-17(*a*)	7-11	25-22	15-19	27-23	25-22
8-11	17-13	14-18	13- 9	15-19	18-15
23-18	12-16	30-25	10-15	23-18	22-18
9-14	19-12	2- 7	25-21	24-27	6- 2
18- 9	15-18	21-17	16-20	32-23	Drawn.
5-14	22-15	6-10	14-10	19-26	
24-19	10-28	12- 8	7-14	18-15	
11-15	29-25	3-12	17-10	26-30	

(*a*) This side "take" is very weak.

SWITCHER

11-15	22-17	18-22	28-24	15-18	12- 8
21-17	13-22	25-18	9-18	9- 6	10-14
9-13	26-17	11-16	23-14	2- 9	8- 3
25-21	15-18	20-11	10-15	24-19	11-15
8-11	24-20	8-22	17-13	18-27	3- 7
17-14	3- 8	32-28	8-11	19-12	22-26
10-17	29-25	4- 8	27-23	9-18	30-23
21-14	1- 6	24-20	12-16	31-24	18-27
6-10	28-24	6- 9	13- 9	7-10	7-10
					Drawn.

TILLICOULTRY

11-15	32-27	14-18	26-23	7-14	6- 2
23-19	10-14	23-14	18-22	18-15	11-15
8-11	29-25	9-18	25-18	17-26	2- 7
22-18	4- 8	21-17	2- 7	15-10	Drawn.
15-22	26-22	5- 9	31-26	6-15	
25-18	7-11	17-13	10-14	19-10	
11-16	18-15	3- 7	26-22	26-31	
27-23	11-18	30-26	14-17	13- 6	
16-20	22-15	7-10	15-10	8-11	

WAGRAM

11-15	5- 9	14-18	5- 9	17-21	7-23
22-17	17-13	23-14	27-23	22-17	24-19
9-13	9-14	10-17	9-14	14-18	15-24
24-20	29-25	27-23	32-28	16-12	28-19
13-22	4- 8	7-10	3- 7	18-23	Drawn.
25-11	25-22	23-19	19-16	26-19	
8-15	8-11	1- 5	12-19	11-16	
21-17	28-24	31-27	23-16	20-11	

WATERLOO

11-15	21-17	1- 6	22-18	10-28	1- 6
23-18	11-16	29-25	19-23	22-18	27-24
8-11	20-11	3- 8	21-17	16-19	6-15
18-14	7-16	25-21	7-11	20-16	24-28
9-18	28-24	2- 7	32-28	11-20	15-24
24-19	10-15	26-23	8-12	17-14	28-19
15-24	24-20	19-26	28-24	28-32	13- 9
22- 8	16-19	30-23	23-26	14- 5	Drawn.
4-11	25-22	15-19	31-22	6-10	
27-20	6-10	23-16	12-16	5- 1	
5- 9	17-13	12-19	18-15	32-27	

WHILTER

11-15	29-25	18-22	13- 6	9-18	19-15
23-19	1- 5	25-18	2- 9	27-24	17-14
9-14	22-17	15-22	16-12	20-27	15-11
22-17	8-11	23-18	10-17	32-14	14-10
7-11	31-26	22-25	12- 8	22-17	16-19
25-22	16-20	24-19	17-21	14- 9	23-27
11-16	19-16	25-29	8- 3	5-14	19-24
26-23	12-19	17-14	29-25	10- 7	27-32
5- 9	23-16	10-17	3-10	14-18	Drawn.
17-13	14-18	21-14	25-22	7-16	
3- 7	26-23	6-10	18-14	18-23	

WILL-O'-THE-WISP

11-15	24-15	5-14	11- 7	8-11	21-17
23-19	12-16	27-23	2-11	15- 8	13-22
9-13	29-25	8-12	30-26	4-11	23-18
22-18	6- 9	25-22	14-18	32-27	22-26
15-22	26-22	16-19	22-15	11-15	18-11
25-18	9-14	23-16	11-18	27-23	26-30
7-11	18- 9	12-19	26-23	1- 6	11- 7
19-15	11-18	15-11	19-26	28-24	30-26
10-19	22-15	3- 8	31-15	6-10	7- 2
					Drawn

CHAPTER V

TRAPS IN THE OPENINGS

Of course it is essential for every checker player to become familiar with the traps or pitfalls which arise in the majority of the openings. It would be difficult to name a standard line of play which does not contain at least one tricky variation that is apt to lure the student into its meshes. A collection of the well-known traps follows:

SINGLE CORNER

11-15	8-11	6-22	9-13	13-22	then 14-23
22-18	24-19	26-17	17-14	14-10	27- 4
15-22	10-15	11-15	4- 8	7-14	and White
25-18	19-10	28-24	21-17	23-18	wins.

SINGLE CORNER

11-15	25-18	4- 8	26-22	16-23	then 18-4;
22-18	8-11	24-20	10-15(*a*)	20-16	and White
15-22	29-25	12-16	23-19	11-20	wins.

(*a*) 8-12, 28-24, 10-15 (*b*), 24-19, 15-24, 18-14, 9-18, 22-8; and White wins.

(*b*) 10-14, 21-17, 14-21, 18-14, 9-18, 22-8; and White wins.

CROSS

11-15	23-19	15-18	17-13	15-31	then 25-2;
23-18	9-14	32-27	2- 7	20- 4	and White
8-11	18- 9	11-15	31-26	31-22	wins (*b*).
27-23	5-14	26-23	11-16	4- 8	
4- 8	22-17	7-11(*a*)	24-20	18-27	

(*a*) This is the fatal move. The proper line of play starts with 8-11.

(*b*) A beautiful finish.

KELSO

From a game between D. A. Brodie and W. F. Sim played at Dunedin, in 1894:

10-15	11-16	4- 8	9-13	13-22	3-10
23-18	27-24	30-26	26-22	10- 6	25- 4
7-10	16-20	14-18	6-10	1-10	28-32
26-23	31-27	23-14	14- 7	19-16	4- 8
10-14	8-11	9-18	2-11	12-28	32-27
24-19	18-15	21-17	15-10	27-24	8-11
15-24	11-18	5- 9	11-15	20-27	27-23
28-19	22-15	17-14	22-17(*a*)	32- 7	11-16
					10-14
					29-25
					Drawn.

(*a*) The initial move to one of the prettiest strokes on record.

AYRSHIRE LASSIE

11-15	4- 8	15-18	11-15	9-14(*a*)	15-22
24-20	23-19	22-15	17-13	12- 8	then 26-3;
8-11	12-16	10-28	8-11	3-12	and White
28-24	19-12	21-17	25-22	22-18	wins.

(*a*) The losing move.

WHILTER

11-15	26-23	7-11(*a*)	24-15	16-20	13-6
23-19	5- 9	30-26	11-18	11-15	2-9
9-14	17-13	14-18	17-14	4- 8	then 31-26;
22-17	3- 7	23- 7	8-11	15-22	and White
7-11	29-25	16-30	3- 8	9-18	wins.
25-22	1- 5	7- 3	11-16	22-15	
11-16	22-17	15-19	8-11	6- 9	

(*a*) This losing move forms what is known as the "Bull in the China Shop"; Black loses on all variations.

WHILTER

11-15	25-22	3- 7	23- 5	29-25	13-6
23-19	11-16	29-25	16-23	27-23	then 22-13;
9-14	26-23	8-11	27-18	25-22	and Black
22-17	5- 9	22-17	15-29	24-19	wins.
7-11	17-13	14-18	32-27	6- 9	

OLD FOURTEENTH

11-15	15-18	9-14	1- 6(3)	12-19	12-19
23-19	24-20	31-26	32-28	23-16	8- 3
8-11	11-15	6- 9(2)	3- 8(4)	8-12(*a*)	31-22
22-17	28-24	13- 6	30-26(5)	24-19	then 25-2;
4- 8	8-11	2- 9	9-13	15-31	and White
17-13	26-23(1)	26-22	19-16	22- 8	wins.

(*a*) The losing move; 13-17, 22-13, 8-12, 24-19, 15-31, 26-22, 12-19 draws.

VARIATION 1

26-22	26-23	20-11	29-22	19-15
9-14	1- 5	7-16	3- 7	10-28
31-26	22-17	25-22	22-18	17- 3
5- 9	11-16	18-25	15-22	and Black wins.

VARIATION 2

18-22	15-18	11-18	14-21	12-19
25- 9	26-22	32-28	23-14	24- 8
5-14	3- 8	8-11	10-17	and White
29-25	22-15	21-17	19-16	wins.

VARIATION 3

The following variation has been termed "The Scrub's Delight":

9-13	23-14	22-26	24-15	15- 6	21-17
22-17	10-17	15-10	31-24	2- 9	6-10
13-22	25- 2	26-31	15-11	3-10	23-18
20-16	17-22	29-25	24-19	9-13	15-19
11-20	19-15	12-16	11- 7	10-15	18-15
21-17	21-25	25-22	19-15	27-23	then 19-23;
14-21	30-21	16-19	32-27	1- 6	and White wins.

VARIATION 4

The Old Fourteenth is full of traps. In reply to 9-13, the natural move of 30-26 loses by the following ingenious line:

9-13	19-16	14-17	25-21	15-19	21-14
30-26(*a*)	12-19	21-14	18-25	24- 8	then 9-25;
6- 9	23-16	10-17	29-22	3-19	and Black wins.

(*a*) 22-17, 13-22, 21-17, 14-21 draws.

VARIATION 5

22-17	18-25	22-15
9-13	29-22	then 13-22; and
25-22	15-18	Black wins.

CROSS

11-15	18-11	4- 8	19-15	16-20	32-23
23-18	16-20	25-22	3- 8	28-19	then 6-24;
8-11	24-19	8-11	22-17(*a*)	9-14	and Black
27-23	7-16	29-25	20-24	18- 9	wins.
11-16	22-18	10-14	17-10	11-27	

(*a*) The losing move.

SECOND DOUBLE CORNER

11-15	28-19	5- 9	22-17	16-20	18- 9
24-19	9-14	26-22	11-16	31-26	10-14
15-24	22-18	8-11	25-22	9-13	17-10
					then 6-31;
					and Black

AYRSHIRE LASSIE wins.

11-15	4- 8	11-18	11-18	11-16	7-23
24-20	23-19	26-22	30-26	20-11	27-18
8-11	15-18	7-11	8-11	3- 7	and Black
28-24	22-15	22-15	26-22(*a*)	22-15	wins.

(*a*) 25-22, etc., draws.

SOUTER

11-15	25-22	18-22	27-18	6-15	14- 7
23-19	8-11	25-18	10-19	13- 6	3-10
9-14	30-25(*a*)	15-22	24-15	1-10	then 28-3;
22-17	4- 8	23-18	7-11	31-26	and White
6- 9	22-17	11-16	32-27	22-31	wins.
17-13	14-18	18-15	12-16	18-14	
2- 6	26-23	16-23	15-10	31-24	

(*a*) A weak move; played with the object, however, of springing the trap.

BRISTOL

11-16	12-19	4- 8	12-19	8-12	9-18
24-20	22-18	23-16	27-23	21-17	26-23
16-19	8-11	8-12	3- 8(*a*)	12-19	18-27
23-16	27-23	32-27	23-16	18-14	then 31-8; and White wins.

(*a*) 11-16, 20-11, 7-16, 18-15, 16-20, 23-16, 10-19, etc., draws.

SWITCHER

11-15	10-17	15-18	11-15(*a*)	12-19	1-10
21-17	21-14	24-20	30-26	27-20	then 22-6;
9-13	6-10	2- 6	6- 9(*b*)	18-27	and White
25-21	22-17	28-24	24-19	31- 6	wins.
8-11	13-22	4- 8	15-24	9-18	
17-14	26-17	29-25	20-16	26-22	

(*a*) 18-22, 25-18, 10-15 draws.

(*b*) The losing move.

BRISTOL-CROSS

11-16	16-19	9-13	19-28	6-15	then 25-2;
23-18	24-20	25-22	30-25	22-17	and White
10-14	7-10	2- 7	10-19	13-22	wins.
18-15	22-17	28-24	17-10		

BRISTOL-CROSS

11-16	24-19	10-19	22- 8	20-27	then 31-8;
23-18	8-11(*a*)	18-14	4-11		and White
16-20	19-15	9-18	27-24		wins.

(*a*) Here the proper play is 9-14, 18-9, 5-14, 27-23, 8-11, etc.

MAID OF THE MILL

11-15	9-18	6-10	11-16	2-11	21-30
22-17	24-20	30-26	20- 4	21-14	31-26
8-11	4- 8	1- 6	3- 8	30-21	30-23
17-13	26-23	24-19	4-11	14- 9	then 27-2;
15-18	10-14	14-17(*a*)	7-30	5-14	and White
23-14	28-24	23-14	14- 7	29-25	wins.

(*a*) The initial move of a combination which sweeps seventeen pieces off the board.

KELSO

10-15	6-10(*a*)	11-16	16-23	2- 9	then 27-2;
23-19	22-17	17-13	13- 6		and White wins.

(*a*) 7-10 or 15-18 are considered stronger.

SINGLE CORNER

Here is the famous old trap called the "Goose Walk":

11-15	25-18	4- 8	24-20	16-19	24-15
22-18	8-11	25-22	12-16	23-16	then 9-14;
15-22	29-25	10-15	27-24(*a*)	15-19	and Black wins.

(*a*) 21-17, 8-12, 17-13, 7-10, 27-24, 9-14, 18-9, 5-14, etc., draws.

CROSS-CHOICE

11-15	5-14	11-16	1- 5	6-13	8-11
23-18	22-17	24-19	26-22	22-17	21-17;
9-14	7-11	16-23	5-14	13-22	and White
18- 9	17-13	27- 9	13- 9	25- 9	wins.

KELSO EXCHANGE

10-15	25-18	10-15(*b*)	23-16	9-14	and Black
22-18	6-10	25-22	12-19	18- 9	wins.
15-22	29-25(*a*)	15-19	24-15	11-25;	

(*a*) If 26-22 a beautiful line of play from an over-the-board game between G. Reid and J. R. Marshall is given as follows:

26-22	24-19	18-14	25-22	14-10	30-26;
10-15	15-24	6- 9	2- 6	7-14	and White
29-25	28-19	22-18	27-24	22-17	wins.
9-13	1- 6	11-16	16-20	13-22	

(*b*) Here 11-15 is stronger.

PAISLEY

11-16	10-14	11-16	7-10	5-14	6-15
24-19	25-22	28-24	26-22	19-15	22-17
8-11	16-20	4- 8	9-13	10-26	13-22
22-18	30-25	22-17	18- 9	17-10	then 25-4;
					and White

CROSS

wins.

11-15	4- 8	14-23	14-18	16-23	18-25
23-18	23-19	26-19	17-14	14-10	then 27-4;
8-11	10-14	7-14	11-16	6-15	and White
27-23	19-10	22-17	31-27	25-22	wins.

CROSS

11-15	18-11	4- 8	19-15	16-20	32-23
23-18	16-20	25-22	3- 8	28-19	then 6-24;
8-11	24-19	8-11	22-17	9-14	and Black
27-23	7-16	29-25	20-24	18- 9	wins.
11-16	22-18	10-14	17-10	11-27	

LAIRD AND LADY

11-15	9-13	15-18	11-16	6-15	then 27-4;
23-19	17-14	19-15	26-22	25-21	and White
8-11	10-17	4- 8	16-23	18-25	wins.
22-17	21-14	24-19	15-10		

EDINBURGH

9-13	23-16	9-14	20-16	6-13	31-15
22-18	12-19	29-25	18-23	21-14	23-27
11-16	18-15	14-18	22-18	8-11	32-23
24-20	5- 9	27-24	13-17	15- 8	then 7-10;
16-19	25-22	10-14	18- 9	4-27	and Black
					wins.

DOUBLE CORNER

9-14	24-19	11-16	22-18	9-13	18- 9
22-18	8-12	29-25	7-11	18- 9	11-18
5- 9	27-24	4- 8	26-22	5-14	21-14
25-22	16-20	18-15	3- 7	22-18	10-17;
12-16	31-27	1- 5	30-26	13-17	and Black
					wins.

DENNY

10-14	11-16	14-18	4- 8	10-19	2- 7
22-18	29-25	23-14	31-26	3-10	22-18
7-10	8-11	9-18	18-23	6-31	7-11
25-22	18-15	21-17	27-18	17-14	30-25
3- 7	11-18	16-23	12-16	1- 6	then 31-26;
24-19	22-15	26-19	19- 3	25-22	and Black
					wins.

CENTER

Here's how Barker beat Hefter:

11-15	10-17	16-19	9-13	7-14	
23-19	21-14	26-22	26-23	27-23	
8-11	11-16	7-11	13-22	19-26	11-18
22-17	19-15	31-26	23-16	30-23	then 32-14;
15-18	4- 8	2- 7	12-19	18-27	and White
17-14	24-20	22-17	14-10	25- 2	wins.

LAIRD AND LADY

A neat line of tricky play goes:

11-15	17-14	4- 8	26-23	12-16	12- 3
23-19	10-17	24-19	16-20	19-12	2- 7
8-11	21-14	13-17	31-26	7-10	3-10
22-17	15-18	28-24	18-22	14- 7	then 6-31;
9-13	19-15	11-16	25-18	3-28	and Black
					wins.

DEFIANCE

Another "gold brick" which deserves study is the following:

11-15	25-9	15-24	22-18	3- 7	31-24
23-19	5-14	28-19	4- 8	18- 9	8-11
9-14	29-25	11-15	18-15(*a*)	13-17	30-25
27-23	11-15	32-28	1- 6(*b*)	21-14	7-10
8-11	25-22	15-24	26-22	6-13	25-22
22-18	7-11	28-19	9-13	15- 6	10-14;
15-22	24-20	6- 9	22-18	2-27	and Black
					wins.

(*a*) 20-16 draws.

(*b*) 1-5, 15-6, 14-17, 21-14, 9-27; and White wins.

BLACK DOCTOR

Here is a trap that is interesting:

11-15	10-17	2- 7	8-11	11-15	
23-19	19-10	27-23	32-28	12- 8	
8-11	7-14	6-10	12-16	3-12	10-17
22-17	25-22	24-20	24-19	23-18	then 26-3;
9-13	4- 8	11-15	15-24	14-23	and White
17-14	29-25	28-24	28-12	21-14	wins.

WHITE DYKE

Many famous players have been caught in the following snare:

11-15	21-14	15-18	30-26	10-17	29- 6
22-17	9-18	24-20	2- 6	19-10	1-10
8-11	23-14	11-15	23-19	7-14	20-16
17-14	4- 8	28-24	6-10(*a*)	25-22	12-19
10-17	26-23	6- 9	32-28	18-25	then 24-6;
					and White
					wins.

(*a*) 8-11, 19-10, 6-15, 26-22, 12-16, 24-19, 16-23, 20-16, 11-20, 25-21, 18-25, 27-2, 9-18, 29-15; and White wins.

SECOND DOUBLE CORNER

From a Freeman-Barker sitting:

11-15	11-16	8-11	7-10	1-10	15-19
24-19	25-22	26-22	30-26	23- 7	29-25
15-24	16-20	10-14	10-19	2-11	11-15
28-19	22-17	19-15	17-10	26-17	25-22
8-11	4- 8	3- 8	6-22	10-15	8-11
22-18	17-13	22-17	13- 6	17-14	21-17;
					and White
					(Freeman)
					wins.

CENTER

11-15	19-15	11-15	17-14	18-23	22-15
23-19	10-19	28-24	9-13	27-11	then 13-31;
8-11	24- 8	12-16	32-28	0-27	and Black
22-17	4-11	30-26	6- 9	3. 24	wins.
15-18	26-22	16-20	21-17	9-. 3	

SECOND DOUBLE CORNER

(Boomerang Trap)

11-15	5- 9	3- 7	9-13	19- 3	
24-19	26-22	22-17	(best)	12-16	
15-24	(best)	11-15	23-18(*a*)	31-22	
28-19	7-11	18-11	14-23	16-20	3-10;
9-14	27-24	8-15	17-14	24-19	and the
22-18	(best)	25-22	10-26	2- 7	Boomerang.

(*a*) 22-18, 13-22, 15-11, 7-16, 30-26, 16-20, etc., draws.

OLD FOURTEENTH

A pretty one:

11-15	17-13	7-10	27-23	12-19	
23-19	15-18	21-17	9-14	23- 7	
8-11	24-20	14-21	30-26	30-23	then 27-2
22-17	10-14	23- 7	21-30	31-27	and White
4- 8	26-23	3-10	19-16	2-11	wins.

DUNDEE

12-16	16-19	7-10	8-11	2- 7	19-26
24-20	24-15	32-28	15- 8	30-25	27-23
8-12	10-19	9-14	4-11	1- 5	13-22
28-24	18-15	25-22	27-24	31-27	then 25-2;
3- 8	11-18	5- 9	11-15	9-13	and White
23-18	22-15	22-17	20-16	26-23	wins.

MAID OF THE MILL

Look at this:

11-15	23-14	10-15	23-18	22-31	
22-17	9-18	26-23	7-10	18-14	
8-11	24-20	18-22	30-25	31-24	then 28-3;
17-13	4- 8	25-18	12-16	14- 7	and White
15-18	21-17	15-22	31-26	3-10	wins.

PAISLEY

11-16	16-20	14-17	10-14	11-18	1-10
24-19	22-17	21-14	25-21	19-15	30- 7
8-11	6-10	10-26	3- 7	10-26	5- 9
22-18	17-13	31-22	22-17	17-10	7- 2;
10-14	2- 6	7-10	7-10	6-15	and White
26-22	25-22	29-25	18-15	13- 6	wins.

OLD FOURTEENTH

One of Wyllie's favorite traps goes:

11-15	4- 8	9-14	6-15	16-23	18-25
23-19	17-13	26-23	28-24	20-16	then 27-4;
8-11	15-18	10-15	12-16	11-20	and White
22-17	24-20	19-10	23-19	25-22	wins.

OLD FOURTEENTH

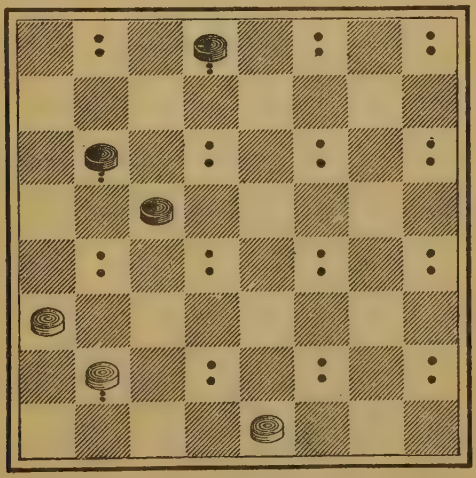
Another Old Fourteenth by the famous Scotch expert runs:

11-15	17-13	11-15	20-16	30-23	26-22
23-19	15-18	28-24	11-20	27- 2	11-16
8-11	22-15	8-11	19-16	6- 9	22-17
22-17	11-18	26-23	12-28	13- 6	10-15
4- 8	29-25	2- 7	21-17	3- 8	2- 7*;
25-22	7-11	30-26	14-30	31-26	and White
9-14	24-20	5- 9	23- 5	8-11	wins.

CHAPTER VI

THE MOVE

THE move's the thing! To have the move is a decided advantage, and without it you are often apt to lose in a position which is otherwise quite equal. The move



enables you to "block" your adversary, so that when the number of free moves are exhausted you, with the move, will be in such a position that your adversary, in the

majority of cases, emerges with the inferior game, and in many instances his position is quite hopeless.

But how am I to know when I have the move? you ask.

There are several ways of determining which side has the move. The best method and the one used by nearly all of the checker experts is the old system invented by Patterson. He says: Consider the four squares of your "king row" as the bottom squares of a system of sixteen squares. If it is your turn to play count all the pieces, both Black and White, that are in those sixteen squares. If the total number is ODD, you have the move. If the total is EVEN, your opponent has the move.

Thus, in the diagram on page 69, Black regards the sixteen dotted squares as the "system." It is his turn to play. He finds two Black pieces and one White, three in all, on the squares of the system. As the number is ODD, Black has the move. The Black piece on 14, although at first glance apparently in the "system," is not counted, as it is not on one of the sixteen dotted squares.

Here is an old rhyme, which will help you to remember this rule:

When it is your turn to play,
Systems one to four survey;
If the total ODD should prove,
Then you'll find you have the move.
But if EVEN then it's clear
You will have a "block" to fear.

What you must remember is that it is the total number of pieces in the lanes or trenches of your system which

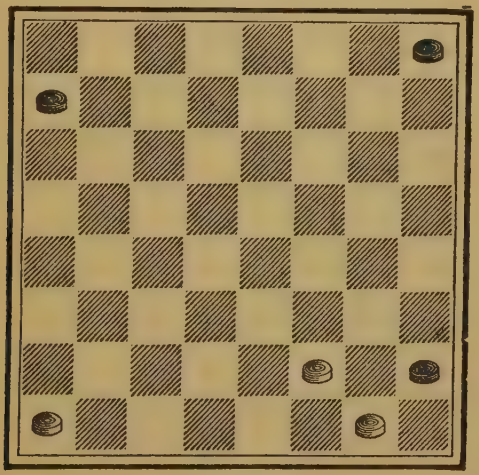
you must count, and not all the men on the board. In the diagram there are 6 men—3 whites and 3 blacks, but the number of pieces upon your system lines is 3—2 blacks and 1 white man. Hence you have the move.

If you are playing the white pieces your system lanes will begin on squares 29, 30, 31 and 32.

When you find your opponent has the move, an even exchange of pieces will change it.

An exception to the rule, given by Hill, is pictured on the following diagram:

BLACK

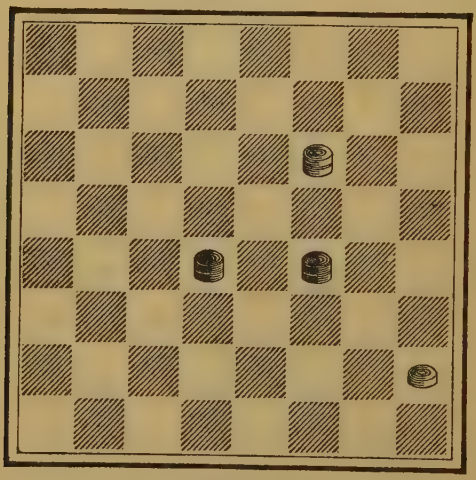


WHITE

The piece on 28 loses Black the game, because it cannot be moved, though Black has the move in theory.

On the subjoined diagram Black has not the move, but gains it by forcing an exchange, one for one, thus: 18-23, 11-7, 19-15, 28-24, 23-18, 24-20, 18-14, 7-2, 15-10, 20-16, 14-9, 16-11, 9-13, 11-8, 10-6, and Black wins.

BLACK



WHITE

Black to play and win.

CHAPTER VII

TWO IMPORTANT END POSITIONS

FIRST POSITION

To know how to put the finishing touches to a game after you have obtained a decided advantage is an art which can only be acquired by experience and through a thorough knowledge of the end-game.

First Position is the name of that particular end-game wherein one side has two Kings against the adversary's King and single man. It is of the utmost importance to know how to terminate a position of this nature.

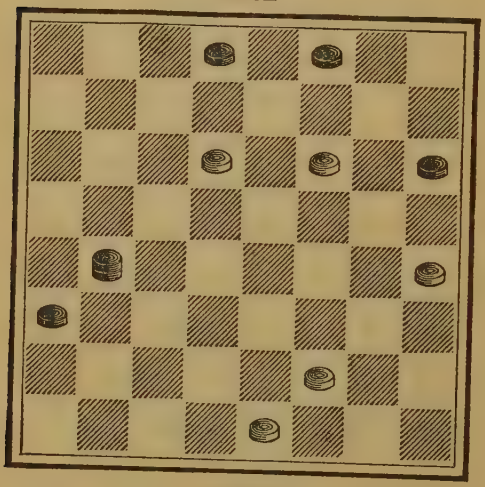
Of course it depends upon the location of your adversary's pieces if you have two kings against his king and single man, whether or not you can force him into first position. If your kings are separated, then he may have a fair chance for a draw.

Many expert players have failed on first position. Not because it is the most difficult ending in checkers, but because they have neglected to play over or refresh their memories from time to time upon the correct method of conducting this end-game. Checkers, like all other games, requires much practice. Checker end-games, especially the standard endings, should be studied thoroughly and memorized, so that you will be able to play through first position, or any of the other standard positions, without being put to the humiliation of abandoning as drawn an ending that you know you should win on principle.

The appended diagram shows a position with White to move and win. It is known as the "first stage" of First Position, the correct line of play begins with a neat stroke, forcing Black into a disadvantageous position.

(First Stage)

BLACK



WHITE

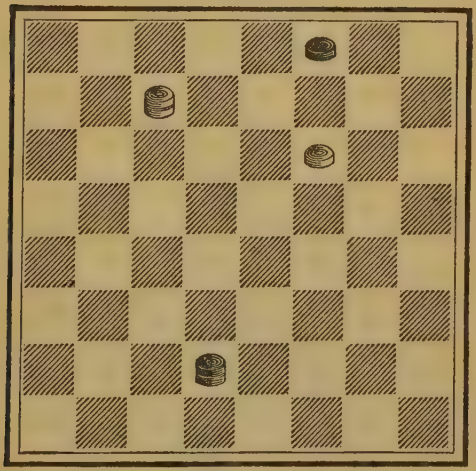
White to play and win.

Solution.—We start with a pretty stroke, playing 10-6, 2-9, 20-16, 12-19, 27-23, 19-26, then we collect with 31-6. Now the game continues with 21-25, 6-1 (King), 25-30 (King), 1-6, 30-26.

Now we have reached a situation which is called the "second stage." Here is the setting:

(Second Stage)

BLACK



WHITE

White to play and win.

In the second stage we are gradually but surely bound to force matters to a successful issue as follows:

6-10, 26-23, 11-7, 23-27, 7-2, 27-24, 2-7, 24-27, 7-11, 27-23, 10-15, 23-27, 15-19, 27-32, 11-15, 32-27, 15-18, 27-32, 18-23, 32-28, 23-27, 28-32, 19-23, 32-28, 27-32, 28-24.

At last we have driven the black King out of the double corner and we continue with—

32-28, 24-20, 23-19, 3-8—and the single man is obliged to start in lieu of a better continuation.

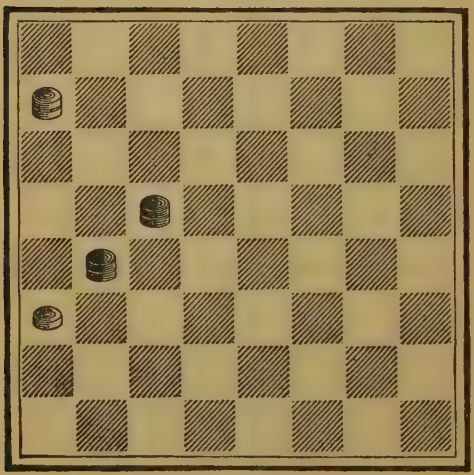
We reply with—

28-32, 8-12, 32-27, 20-16, 19-15, 16-20, 15-11, 21-17, 11-15; and White wins.

We have at last forced an accurate win by correct play. However, on the following diagram we have a form of First Position by Payne, which is very instructive, and by no means easy:

First Position By Payne

BLACK



WHITE

Black to play and win.

Here Black is given the move. The win is brought about as follows:

17-13	1- 5	1- 5	17-13(*c*)	10-14	25-22
5- 1	6- 1	9- 6(*b*)	18-15	22-25	10-15
13- 9	5- 9	18-15	9-14	5- 1	22-25
1- 5	10-15	21-17	1- 5	25-22	15-18;
9- 6	9- 5	5- 1	14-17	1- 6	and Black
5- 1	15-18	6- 9	15-10	22-25	wins.
14-10	5- 9(*a*)	15-18	17-22	6-10	

(*a*) If 21-17, 18-22, 17-14, 1-6, 5-1, 6-2, 1-5, 22-17; and Black wins.

(*b*) 9-13, 18-22, 21-17, 5-1, 17-14, 1-5, 14-10, 22-18, 10-6, 5-1; and Black wins.

(*c*) 9-5, 18-22, 17-14, 1-6, 5-1, 6-2, 1-5, 22-17, 14-9, 17-14; and Black wins.

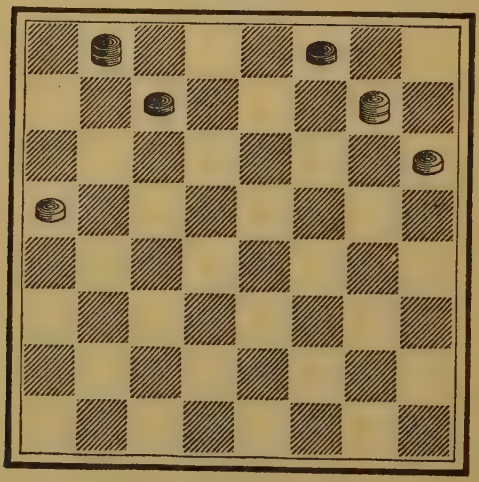
Very little doubt is left in the mind of the solver after going through Payne's First Position as to the proper method of forcing the win.

I am acquainted with a number of really good checker players, that is, they are splendid natural players, but they confess openly that they care nothing for book study. Such a confession is an acknowledgment that they are not familiar with the strongest lines of play. The book positions are very much like exercises to the musician; it is absolutely necessary to play them over frequently in order to become familiar with the correct systems. Going over the openings once or twice is not sufficient. Unless you have an exceptional memory, and can master the principles in the end-games, etc., with one or two readings, it is well for you to practice your exercises at stated periods.

SECOND POSITION

Another form of the standard end-game, more difficult than our preceding example, has been given the title of Second Position. It, too, should be mastered by diligent study. Here is a specimen setting:

WHITE



BLACK

Black to play and win.

It will be observed that in the above position the forces are equal, but Black has the superior game. Good positional judgment can be acquired only by experience, and it is not to be expected that you will always be able

to recognize when you have obtained a slight positional advantage. However, the player who can analyze correctly in the greatest number of instances will win the greatest number of games, and by becoming familiar with these standard lines of play (cut and dried end-games they have been called) you will soon master the principle of pressing a small advantage into a sure win.

Second Position is solved as follows:

1-5, 8-11, 5-9, 11-15, 9-14, 15-11, 14-18, 11-16, 18-15, 16-20, 15-11, 20-24, 3-7, 24-19, 7-10, 19-23, 10-15, 23-27, 15-19, 27-32, 19-24, 32-28, 24-27, 28-32, 27-31, 32-28, 31-27, 28-32, 27-23, 32-28, 23-18.

Your advantage is slight, and the process of winning is necessarily tedious and long drawn out, but so far you will note that we have accumulated additional force and driven the Black King into a place where he is isolated from the single men. White continues 28-24, 18-14, 24-19, 6-10.

Now we have started our remaining single man toward the King row. Soon we shall have added more strength to our force.

19-23, 10-15, 23-27, 15-19, 27-32, 19-24, 32-28, 24-27, 28-24, 27-32, 24-28, 32-27, 28-32, 27-24, 32-28, 24-19, 28-32, 19-15, 32-28, 15-10, 28-24, 10-6, 24-19, 14-10, 19-24, 10-15, 24-28, 15-19, 28-32, 19-24, 32-28, 11-16, 28-19, 16-23, 12-8, 23-18, 8-4, 18-14, 4-8, 6-1, 8-11, 14-9, 13-6, 1-10, 11-16, 10-15, 16-20, 15-19; and Black wins.

At last we have succeeded in building little by little upon our advantage until we have forced our White adversary to resign. Our theory of getting a small advantage and then little by little enlarging upon it is still uppermost in our minds. Make this "small advantage" theory your motto. First get it, and then build upon it.

In playing the modern game of checkers (and chess, too, for that matter) the expert obtains first a little the superior position. He gets this from his knowledge of the opening moves. In order to overcome this advantage it is necessary for his adversary to break up formations which were put in place for some definite purpose. This purpose the expert by analysis soon discovers, so that by trying to overcome one advantage we are often weakening other more important points. Our theory, then, seems to resolve itself into one rule—"Accumulate Small Advantages and thereby win."

If I am not greatly mistaken this is one of the few set rules which may be accepted as infallible. Bear it in mind always.

CHAPTER VIII

BRILLIANT GAMES

Selected by L. S. Hart, Jr.

The author is indebted to Lane S. Hart, Jr., of Duncannon, Pa., an American player, composer, and solver of considerable reputation for his valued assistance in collecting both games and problems by the world's best checkerists for this book. The games are specimens of brilliant and accurate play, and in most instances are copiously annotated, while the problem department contains a liberal selection of 148 of the world's best checker compositions.

In playing over the games the student should not hasten from move to move in his anxiety to reach the end, where, strange to state, most players seem to think the most important and instructive play centers. This is not true. Each game should be carefully considered move for move. Stifle your curiosity to discover which side wins. Form the habit of judging from the position before you which side has the better game, and then decide which move you would continue with before you consult the score again. This is excellent practice.

Finished players as well as students the world over will find in these games and problems a great source of knowledge.

Our first game is a pretty Single Corner.

GAME NO. 1

Single Corner

11-15	7-10	10-14	23-27	17-22	26-30
22-18	27-24	19-15	7- 2	26-17	25-21
15-22	9-14	3- 8	27-32	13-22	30-26
25-18	18- 9	23-19	2- 6	31-27	10- 7
8-11	5-14	16-23	9-13	28-24	18-14
29-25	32-27	26-19	6-10	27-23	7- 3
4- 8	1- 5	14-23	15-18	24-27	(*a*)26-23
24-20	24-19	15-10	24-19	23-18	3- 8
10-15	15-24	6-15	32-28	27-23	23-19
25-22	28-19	13- 6	19-15	18-14	(*b*)8-11
12-16	14-17	2- 9	18-23	22-26	
21-17	27-24	19-10	15-11	30-25	
8-12	5- 9	11-15	8-15	23-18	
17-13	22-18	10- 7	10-26	14-10	

(*a*) Play to this point by F. W. Drinkwater.

(*b*) Same position now as Problem No. 6, Var. B, at first move.

GAME NO. 2

Souter

11-15	15-24	6-15	1- 6	14-17	26-31
23-19	28-19	13- 9	2- 9	23-19	8-11
9-14	11-15	14-18	5-14	8-11	31-27
22-17	27-24	23-14	25-22	19-15	11-15
6- 9	14-17	7-10	28-32	27-23	27-24
17-13	21-14	14- 7	31-26	15- 8	15-11
2- 6	9-18	3-10	32-27	23-14	(*a*)24-19
25-22	26-23	9- 6	30-25	25-21	
8-11	18-27	15-18	27-24	17-22	
29-25	32-23	22-15	26-23	8- 3	
4- 8	10-14	10-28	24-27	22-26	
24-20	19-10	6- 2	22-18	3- 8	

The play at the bottom of page 82 is by Robert Home.

(*a*) Same position now as Problem No. 6, Var. B, at first move.

These two games contributed by "Monsieur X."

A PRETTY DENNY GAME

The Denny Opening is an interesting method of beginning the game, and has produced no end of brilliant and complicated positions. Some players adopt this opening when they feel like experimenting.

The game scored below is a beauty, and terminates with an intricate end-game which is given later as a problem. The position has puzzled the best of players and is worth study.

GAME NO. 3

Denny

10-14	9-25	8-12	2-18	25-30	17-21
24-20	29-22	26-23	17-14	26-23	6- 2
11-15	15-19	19-26	18-22	30-26	26-23
22-17	22-17	30-23	21-17	23-18	2- 6
6-10	8-11	10-15	22-25	10-14	21-25
17-13	27-23	27-24	17-13	18- 9	6-10
1- 6	4- 8	15-18	7-10	5-14	25-30
25-22	23-16	23-14	14- 7	13- 9	(*a*)10-14
14-18	12-19	6- 9	3-10	14-17	
23-14	32-27	13- 6	31-26	9- 6	

At this stage Mr. Dunne remarks: "The position is now the same, with colors reversed, as Mr. Jackson's prize problem, 'An Evening Study.'"

See Problem No. 39 for position at (*a*) and solution of same for continuation of above game which was copied from The Scottish Draughts Quarterly.

GAME NO. 4

Ayrshire Lassie

Black, Ballantyne; White, Buchanan

11-15	22-17	19-23	28-24	8-11	26-22
24-20	9-14	27- 9	17-21	23-18	25-29
8-11	18- 9	6-29	32-27	25-29	18-15
23-18	5-14	15- 6	29-25	24-19	11-25
4- 8	25-22	2- 9	31-26	29-25	16-11
26-23	11-15	21-17	25-29	19-16	7-16
15-19	29-25	9-13	27-23	25-29	20-11
23-16	15-18	17-14	29-25	9- 5	
12-19	22-15	13-17	14- 9	29-25	

And now we have Mr. Hart's problem after the fifth move—No. 126.

Played in the Scottish Tournament of 1897.

GAME NO. 5

Played between H. D. Lyman and W. A. Stone, Jr.

Old Fourteenth

Black, Lyman; White, Stone

11-15	26-23	10-15	24-20	25-22	7-10
23-19	9-14	19-10	22-25	16-12	8-11
8-11	31-26	6-22	29-22	22-18	13- 9
22-17	5- 9	23-18	18-25	12- 8	11- 8
4- 8	21-17	7-10	27-23	3-12	30-26
17-13	14-21	32-28	25-29	11- 8	21-25
15-18	23- 5	12-16	23-19	18-15	26-22
24-20	15-18	18-15	15-24	8- 3	25-30
11-15	26-23(*b*)	11-18	28-19	15-11	22-17(*a*)
28-24	18-22	20-11	29-25	3- 7	
8-11	25-18	10-15	19-16	11- 8	

(*b*) 25-22, 18-25, 29-22, 21-25, 30-21, 11-16; Black wins.
(*a*) Now the position shown in Problem No. 138; for continuation, see solution to that problem.

GAME NO. 6

Played between F. A. Johnson and L. S. Hart, Jr. Hart played the Whites.

11-15	21-17	7-16	28-24(*g*)	5- 9(*i*)	10- 6
22-18	8-12	25-21(*e*)	20-27	14- 5	1-10
15-22	17-14(*a*)	6- 9	32-23	7-14	2- 6
25-18	16-19	22-18	17-22(*h*)	16-11(*j*)	10-15
8-11	23-16	2- 7	26-17	25-29	6- 9
29-25	12-19	27-24	9-13	15-10(*k*)	15-18
4- 8	30-25(*b*)	20-27	23-19	29-25	1- 5
25-22	9-13(*c*)	31-15	13-22	11- 7	Drawn.
12-16	20-16(*d*)	16-20	18-15	25-22	Drawn.
24-20	11-20	15-10(*f*)	22-25	7- 2	
10-15	18-11	13-17	19-16 (*x*)	22-17	

(*a*) Considered untenable for forty years.
(*b*) J. Maize stars 27-23 here as the only move to draw. See Lee's Guide, Page 129, Var. 6.
(*c*) Seems best. Jordan played same against Singrey. This game may be found in "State" of Columbia, S. C., No. 102.
(*d*) Sacrificing for position.
(*e*) Singrey against Jordan regained the lost man at this point. This game was drawn, but the editor showed an easy win for Black that Jordan overlooked.
(*f*) This move should have lost for White. 28-24 gives White an equal game. Analysis below.
(*g*) I was tempted to play 18-15 here, for if, following

the exchange, Black plays anything except 18-22 White wins; if 18-22 Black wins.

(*h*) 7-11 loses for Black by 10-6.

The moves from (*h*) to point marked (*x*) were suggested by Mr. Johnson. As I saw a chance to get out of the hole, I accepted them as part of the record.

(*i*) The right time for this trade.

(*j*) 15-10 is proper here as it forces 14-18; 25-30 giving White a draw by 10-6.

(*k*) A true bridge position now. Black should have won.

Question: Can Black force a win after the twenty-fourth move?

At note (*f*) instead of 15-10 play thus:

28-24, 20-27, 32-23, 13-17 (*a*), 23-19, 17-20 (*b*), 26-17, 9-13, 19-16, 13-22, 15-11, 7-10, 14-17, 3-10; drawn.

(*a*) 1-6, 23-19, 13-17, 26-23, 17-22, 15-11, 7-16, 19-12, 22-26, 23-19, 26-30, 19-15, 30-26, 14-10, 26-23, 10-1, 23-14, 1-6, 9-13, 6-20; drawn.

(*b*) 9-13, 26-23 makes it easy for White.

Most checker enthusiasts like to see games containing lines of play which are apt to arise in different openings. The greater number of variations you know the stronger your game will become, because knowing and growing to recognize the various positions as weak or strong is the reward of your careful analysis and study.

GAME NO. 7

The following game, published as Game No. 12, in Alfred Jordan's column in the Los Angeles Express-Tribune, was played in an English championship tourney and is very useful to know, as it comes up from several openings.

Black, J. A. Milne; White, A. Jordan

11-16(*a*)	4- 8(*d*)	6-13	2- 7	7-11	8-11(*i*)
23-18(*b*)	30-26	19-15	18-14	6- 2	13-17
16-20	11-16	10-19	11-18	17-21	16-19(*j*)
24-19	32-28	24-15	14- 9	25-22	17-21
10-14(*c*)	9-13(*e*)	3- 7(*f*)	6-10	11-15(*h*)	White
26-23	18- 9	23-18	23-14	2- 6	wins.
8-11	13-22	1- 6	10-17	21-25	
22-17	25-18	29-25	21-14	6 -9	
7-10	5-14	7-11(*g*)	13-17	25-30	
28-24	18- 9	26-23	9- 6	9-13	

(*a*) The Bristol.

(*b*) The Cross.

(*c*) If 8-11 White wins by Canaleja's shot, 19-15, etc.

(*d*) 11-16 loses by 17-13. A. Jordan beat H. Jacob.

(*e*) Best, but 2-7 leads to a narrow draw.

(*f*) It is better to cut 16-19 here.

(*g*) 7-10 loses by 26-22, and 16-19 by 25-22.

(*h*) 21-25 loses by 22-18, 25-30, 2-7, 30-25, 14-10, 25-22, 7-2, 22-6, 2-9, 11-15, 9-14, 8-11, 14-10, 16-19, 27-24, 20-27, 31-24, 12-16, 24-20, 15-18, 10-15, 19-23, 15-8; White wins.

(*i*) 16-19 loses by 13-17, 30-25, 22-18, 15-22, 17-26, 25-30, 27-23; White wins.

(*j*) Loses after dodging innumerable traps. 30-26 is no better, but 30-25 would have drawn.

GAME NO. 8

(A pretty game played blindfolded)

Contributed to the Pittsburgh Dispatch by C. Keally and was played by Charles Keally, Sr.; with the Black

side, against Newell W. Banks (blindfolded). Mr. Keally is a native of Pittsburg and attended the checker tournament at Cedar Point, Ohio, about August 10, 1916, and entered the blindfold contest played by Mr. Banks (champion) against ten other players, one of whom was Charles Keally, Sr., who was the winner of his game against Banks, the following being an official copy of the game, and he was congratulated by many visiting friends, as the other nine players were defeated by the champion.

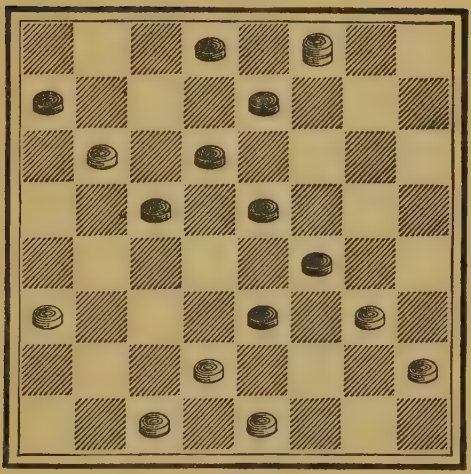
11-15	13- 6	1- 6	24-15	29-25	28-19
23-19	18-25	23-18	11-25	28-24	17-22
8-11	29-22	14-23	21-17	25-22	10- 6
22-17	2- 9	17-14	25-29	24-19	7-11
9-14	27-23	10-26	17-14	22-17	14-10
25-22	4- 8	19- 1	8-11	6-10	11-15
6- 9	22-17	12-16	1- 6	11-15	19-16
17-13	9-14	31-22	23-26	32-28	15-19
14-18	26-22	16-19	30-23	15-24	B. wins.

GAME NO. 9

Melville B. Tinkham of Lewiston played the White side against a friend.

11-15	29-25	8-11	24-15	10-15	8- 3
22-18	8-11	28-24	10-19	27-24	18-23
15-22	25-22	15-18	23-16	6-10	
25-18	4- 8	17-13	12-19	13- 9	
9-14	22-17	11-15	20-16	3- 7	
18- 9	11-15	32-28	7-10	11- 8	
5-14	24-20	15-19	16-12	1- 5	

BLACK



WHITE

Now, honestly, how many of you can see it across the board? White to move and win.

Solution: 21-17, 14-21, 26-22, 5-14, 22-18, 15-22, 24-6, 2-9, 3-19; White wins.

When solving positions from actual play it is an excellent habit to consider what is the correct line of movement without setting the pieces on the board or moving them about. Study from the diagram first, and then when you have come to the conclusion that your mental analysis is correct test it with the board and men. This is called "diagram solving," and will greatly strengthen your analytical powers.

GAME NO. 10

Taken from the Third American Tourney Book. It was played between Jordan and Lieberman.

10-14	32-28	13-22	19-16(*h*)	32-23	15-18
24-20	9-13	25-18	9-13	4- 8	2- 9
11-15	30-25(*c*)	27-32	18- 9	23-18	18-27
28-24(*a*)	5- 9	24-19	10-15	8-11	13-17
6-10	27-23	8-11	16-11	15-19	21-14
23-19	12-16(*d*)	29-25	6-10	14-10	9-18
8-11	19-12	11-16	11- 8	19-23	28-24
22-17	15-18	20-11	10-14(*f*)	10- 6	18-23
4- 8	22-15	7-16	8- 4	18-14	27-18
25-22(*b*)	11-27	31-27(*e*)	14-18	11-15	20-27(*g*)
1- 6	26-23	16-20	23-14	14- 5	Drawn.

(*a*) Lieberman, being a game down, mixing things and succeeds in getting a fine position.

(*b*) A tricky move, and develops a magnificent mid-game combination.

(*c*) The awkward move that saves the White game.

(*d*) Forced.

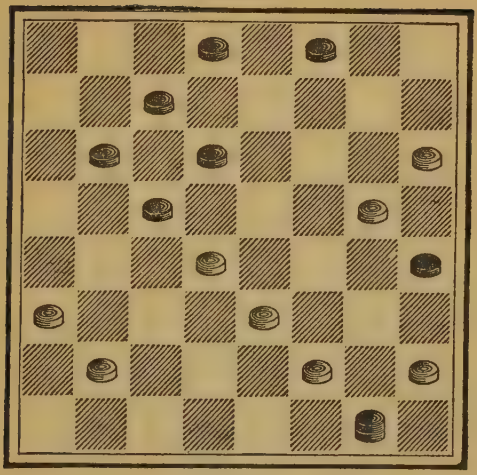
(*e*) Best; 25-22 would lose by 32-27, 31-24, 16-20.

(*f*) Jordan plays for a sure draw and takes no chances. 15-19 would also draw, and by playing for a long end game might eventually win.

(*g*) A magnificent game.

(*h*) The position is worthy of a diagram, owing to the peculiar situation of the men. Black has a King and almost a solid King row, and to overcome this is not easy. The play which yields a draw is remarkable. The distribution of the pieces is as follows:

BLACK



WHITE

White to play and draw. Mr. Lieberman played 19-16. The natural move 25-22, loses by 20-24, 27-20, 32-27.

Continue play in text: 9-13, 18-9, 10-15, 16-11, 6-10, 11-8, then Jordan played 10-14; instead go 15-19, 23-16, 32-23, 8-4, 10-15, 4-8, 15-18, 9-5, 23-19, 5-1, or 8-11 and Black, though a man down, has the best ending.

This game was one of the finest played in the tournament, and had any brilliancy prizes been given, Mr. Lieberman would have probably headed the list with this game.

It is a splendid example of modern checker play, and both participants are to be congratulated upon their accurate work and far-reaching combinations.

GAME NO. 11

(By Dr. Schaeffer in Newark Call)

10-15	27-24	11-15	22-18	11-15	21-14
24-19	5- 9(*b*)	18-11	15-22	19-16	15-19
15-24	17-13	8-15	26-17	12-19	14-10
28-19	2- 6	29-25(*d*)	11-15	23-16	Drawn.
6-10(*a*)	30-25	4- 8(*e*)	24-20	1- 5(*f*)	
22-17	7-11(*c*)	25-22	15-24	16-11	
9-14	22-18	8-11	28-19	14-18	
25-22	15-22	32-28	8-11	17-14	
11-15	25-18	3- 8	31-26	10-17	

(*a*) Hugh Henderson prefers 9-14 here.

(*b*) Not the usual continuation, but good enough.

(*c*) Beware of 8-11 as it is very weak.

(*d*) Alf Jordan usually plays 32-28, and Chris Nelson dotes on 26-22.

The text leads to very nice play.

(*e*) 15-18, 32-27, followed by 24-20 would make White very strong.

(*f*, *c*) Hefter gave this as nice in the Salt Lake Tribune, but previous to this the Call column contained it in the shape of a problem, colors reversed. It is the only move, for otherwise Black falls, as follows:

15-19	19-23	26-30	27-31	31-26	22-17
16-11	11- 7	7-11	16-11	2- 7	15-22
1- 5	10-19	19-23	30-26	26-23 (*h*)	17-10
26-22(*g*)	7- 2	11-15	11- 7	7-11	22-17
14-18	23-26	23-27	26-22	23-18	White
22-15	2- 7	20-16	7- 2	17-14	wins.

(*g*) To avoid the draw, play as in trunk.

(*h*) 9-25, 21-14, 25-30, 11-15 White wins.

GAME NO. 12

By J. G. Downing in the Newcastle, England, Chronicle, being another correction of that excellent little book, Lee's Guide.

11-15	29-25	11-15	17-10	20-27	22-17
22-17	8-11	32-28	22-25	31-24	25-22
8-11	22-17	15-24	26-22	16-20	18-14
25-22	16-20	28-19	25-30	24-19	22-18
9-14	25-22	3- 8	10- 7	30-25	14- 9
17-13	11-16	30-26	11-15	(*a*)19-15	Drawn.
11-16	22-18	8-11	7- 3	23-27	(Var. 1)
24-19	7-11	22-18	15-19	3- 7	
15-24	18- 9	10-15	23-18	2-11	
28-19	5-14	19-10	19-23	15- 8	
4- 8	26-22	6-22	27-24	27-31	

(*a*) Corrects Lee's Guide, page 115, variation 3, at twenty-seventh move, where 3-8 is given, and Black wins.

VARIATION 1

2- 6	23-27	(Var. 2) 25-22	18-14
15-11	22-17		Drawn.

VARIATION 2

6-10	25-22	10-15	15-19
22-17	18-14	3- 7	14-10
			Drawn.

GAME NO. 13

(By Thomas Patterson, of St. Louis, in the Pittsburg Leader and Roanoke Times.)

To determine which are stronger, 12 blondes or one dozen brunettes; T. Patterson, Switcher enthusiast on the

shady side, and George C. Kopf, checker player, opposite, 11-15—Old army game. An odds—on favorite at any weight, distance or track condition.

21-17—Shades of Wyllie! I have to bat against a southpaw.

9-13—Like depositing in the Bank of England.

25-21—Often on trial, but never convicted.

8-11—Like a girl's second best, will do when No. 1 isn't around.

17-14, 10-17, 21-14—There is a groove in my board along this way.

6-10—Key move in struggle for supremacy of Caucasians *vs.* Ethiopians.

22-17, 13-22, 26-17, 15-18—Messrs. Banks, Ginsberg, and Lieberman, who edited the American Tourney Book, say this line of play is exhausted. I was exhausted too when finishing this game, and think that notation should be exhausted. Hope Newell doesn't read this.

24-20—Impregnable as Gibraltar, arising above all discussions.

10-15—Three sons of Ham in defiant array.

28-24—Unquestioned as Euclid.

2-6—A team of Missouri mules couldn't move any other piece on my board at this stage.

17-13—How this diagonal wood pushing does involve one!

4-8—When in doubt move "Little Johnny Horner," sitting in a corner.

23-19—It is now two strikes and three balls.

7-10, 14-7, 3-10—Sacrifices to advance man on third. This would mean a run in baseball, but here it means I have to run.

30-26—Perfectly familiar, like the Chinese alphabet.

5-9—Inveigled up a dark alley, with murder in the air.

26-23—Coaxing 9-14 W. W. The second hand on watch made 10 dizzy revolutions while I was engraving this on my ivory.

18-22—Any old port in a storm.

23-18—Quite familiar, that was once my telephone number.

10-14, 19-10, 14-23—What else can a poor man do?

27-18, 6-15, 13-6, 1-10—The dark clouds move on.

32-28, 12-16, 24-19, 16-23, 20-16, 11-20—And Whites rush to the coronation like a 12-cylinder Packard.

18-4, 23-27, 31-24, 20-27, 28-24—All the royal families assemble. Thought I might work my double-deckers into Johnson's position, but only drew. Did I pass a win?

GAME NO. 14

Double Corner

Played by correspondence between J. M. English, of Jersey Shore, Pa., and L. S. Hart, Jr., of Duncannon, Pa.

Black, English; White, Hart

9-14	16-20	6- 9(*b*)	8-11	3- 7	31-24
22-18	21-17	19-16	25-22	32-27	28- 3
5- 9	14-21	12-19	9-13	10-15	White
25-22	18-15	27-24	1- 5	18-14	wins.
11-16	11-18	20-27	11-16	2- 6	
24-19	23- 5	31- 6	5- 9	22-17	
8-11	4- 8	1-10	7-11	13-31	
29-25(*a*)	22-18	5- 1	9- 5	5- 1	

(*a*) Rather unusual.

(*b*) I took advantage of this move for a King.

GAME NO. 15

The master players of checkerdom are frequently so subtle in their combinations, so profound in their grasp of the future effects of the immediate move that the average player, lost in wonderment because of an apparently losing move or equally mystified because of seeming failure to see an opportunity for easily winning, finds himself moving over a fathomless sea, accepting in blind faith, perforce, much that he cannot understand. Hence games by players of far less ability often prove much more interesting and possibly none the less instructive.

With the above explanation the two following games by players of limited skill are given for the consideration of the novice, who will gain benefits from a study of their weak points. In the first, greed brings ruin; in the second a won game is lost through ignorance of a very old drawing position.

There are a great number of elementary positions which may puzzle many checker students with natural talent above the average. If they are not schooled in the correct method of finishing these endings they will never become expert players. Your knowledge of the end-game in checkers is essential. You cannot hope to become proficient without mastering the various standard positions.

11-16	9-14	7-11	2- 7	19-24(*b*)	24-31
24-20	18- 9	27-23	32-27	28-19	30-25
16-19	5-14	11-15	4- 8	15-24	31-22
23-16	25-22	23-16	27-24	17-13	25-2
12-19	8-12	12-19	8-12	12-19	White
22-18	22-17	20-16	24-20(*a*)	31-27	wins.

(*a*) Bait for the unwary.

(*b*) Too desirous of gaining a man.

GAME NO. 16

Kelso

10-15	16-20	4- 8	24-28	11-18	27-23
22-17	32-27	24-19	2- 6(*c*)	30-26	17-14
9-13(*a*)	8-11	15-24	8-11	8-11	23-18
23-19	23-19	28-19	27-24(*d*)	10-14	14- 9
13-22	2- 6	11-16	20-27	11-15	18-15
19-10	19-10	19-15	31-24	14-23	29-25(*e*)
7-14	6-15	16-19(*b*)	3- 8	15-19	15-11
26-10	21-17	9- 6	24-20	23-16	Drawn
6-15	5- 9	1-10	28-32	12-19	
27-23	17-13	15- 6	6-10	26-22	
11-16	9-14	19-24	14-18	32-27	
25-22	13- 9	6- 2	22-15	22-17	

(*a*) Weak.

(*b*) A type of bad move often made by the beginner. 14-18 draws.

(*c*) 27-23 is the better move.

(*d*) 27-23 is still in order.

(*e*) This move allows a draw. 20-16 would win.

CHAPTER IX

TREGASKI'S DRAW

Tregaski's Draw is an exceedingly difficult end-game, which comparatively few players have mastered thoroughly. The position with the solution follows:

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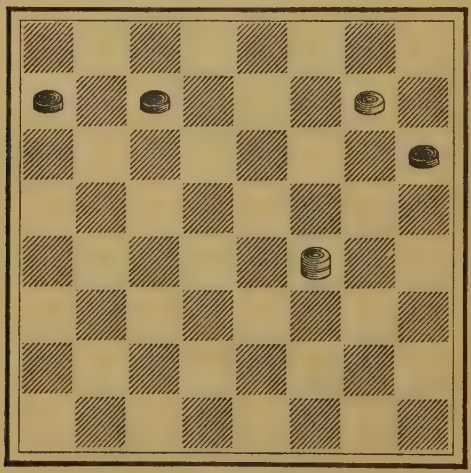


WHITE

White to play and draw

8- 3	12-16	19-23	25-22	32-27
6-10	23-27	17-21	27-32	17-14
3- 7	5- 9	27-31	22-18	27-23
10-14	22-18	22-17	23-19	14-10
7-10	30-25	31-27	18-22	23-18
14-18	18-15	21-25	19-23	10- 7
10-15	25-22	27-31	14-10	18-23
18-22	15-11	25-30	32-27	7- 3
19-23	16-20	31-27	10- 7	23-27
22-25	11-15	17-14	27-32(a)	3- 8
15-18	9-14	27-31	7-11	27-23
25-30	15-19	30-25	23-19	8-12
18-22	14-17	31-27	22-17	23-27
(a)27-31	7-11	24-27	14-10	27-20
20-24	31-27	22-17	27-31	15-19
23-27	11-16	27-31	20-24	20-24
24-28	27-24	17-14	32-27	19-23
27-32	16-20	31-27	10-15	

CHAPTER X

GENERAL RULES

There are few accepted general rules which the student can follow to advantage in checkers. Some say it is better play to keep your men in the middle of the board than to play them to the side squares, as in the latter case one-half of their power is curtailed. Sturges says, "When you have once gained an advantage in the number of your pieces, you increase the proportion by exchanges; but in forcing them you must take care not to damage your position." You are advised to play slowly at first, and to play with those who will allow an unconditional time for the consideration of a difficult position, instead of those who rigidly exact the observance of the strict law.

When one player is stronger than the other, the better player should give odds to make the game even and equally interesting to both parties.

After you have become familiar with the openings and standard positions, you will learn to distinguish which side has the better game more readily than before taking up the study. Book positions teach one thing at least, and that is position judgment. By constant practice you will learn to avoid certain bad maneuvers, just as the trained composer of music can form combinations in music which will produce the most pleasing sounds and discard those which are objectionable.

Bear in mind the fact that there is no sure way of winning in checkers. It is only by a study of the standard positions and a thorough knowledge of the opening moves,

coupled with a certain natural ability of checker sense, that one can hope to become proficient in the game.

Whenever you hear a man boasting that he knows of a certain way to play his pieces which will enable him to win every time at checkers, rest assured that he is talking moonshine.

CHAPTER XI

PROBLEMS

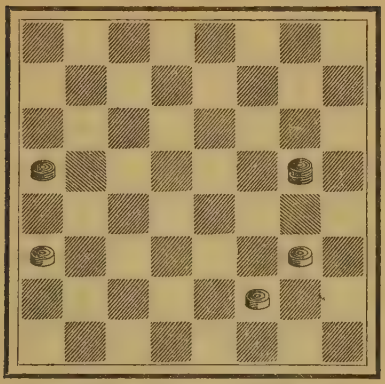
HERE are given 100 of the world's most brilliant checker studies.

Checkers may be made an entertaining but mechanical sort of puzzle or an intellectual game of the highest order. There are, for example, some solvers who discover the solution of a problem by moving the pieces here and there until they chance upon the correct moves. The proper way is to set up the position and then examine it without touching the men, just as though you were playing a game according to the rules, thus, aside from the excellent mental discipline, gaining a power of analysis that will stand you in good stead in your cross-board playing. Other methods persisted in, will weaken your playing ability. Expert solvers generally work directly from the diagram. Of course there are positions that cannot be solved except by occasional moving of the pieces.

In playing over published games, habituate yourself to considering carefully each occurring position, deciding what move you would make in actual play, and then comparing this with the text move. In this way you receive benefit equal almost to the strength won by cross-board play. Players unable to increase their skill by practice with experts can by this method achieve almost the same results. If you are a correspondence player, force yourself to abide by the same rules you would were your opponent present. You may not win as many games at first, but you will avoid the weakening resulting from wrong methods of analysis.

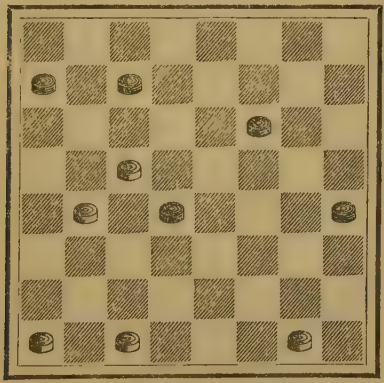
These hints, thoughtfully heeded, will reward you with increased skill.

PROBLEM No. 1—Selected. Black.



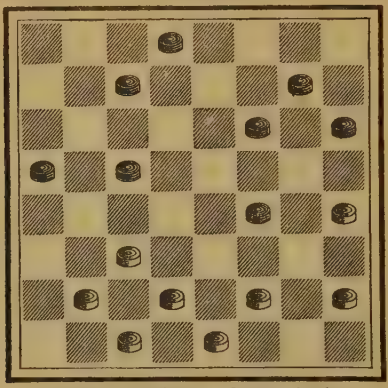
White—White to move; what result?

PROBLEM No. 2—By W. J. Wray. Black.



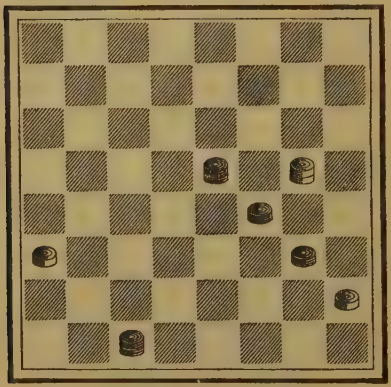
White—White to play and win.

PROBLEM No. 3—A Switcher Coup. Black.



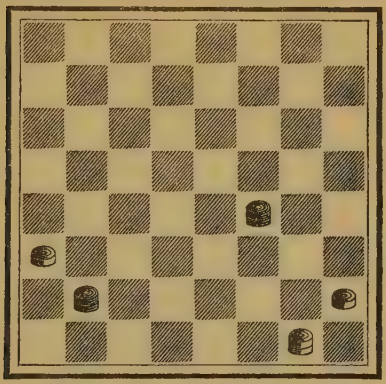
White—White to play and win.

PROBLEM No. 4—By C. Hefter. Black.



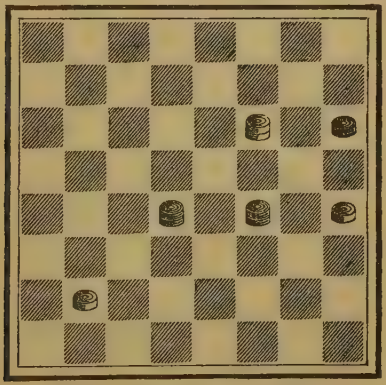
White—Black to play and draw.

PROBLEM No. 5—By C. Hefter. Black.



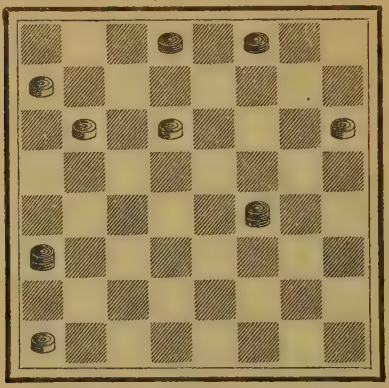
White—White to play and win.

PROBLEM No. 6—By J. D. Janvier. Black.



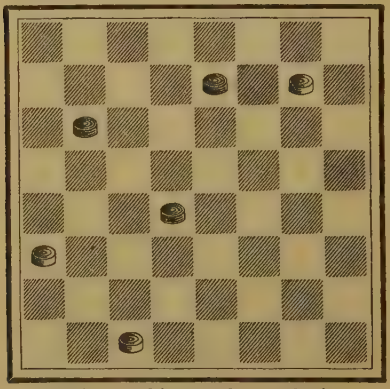
White—Black to play and win.

PROBLEM No. 7—By O. H. Richmond. Black.



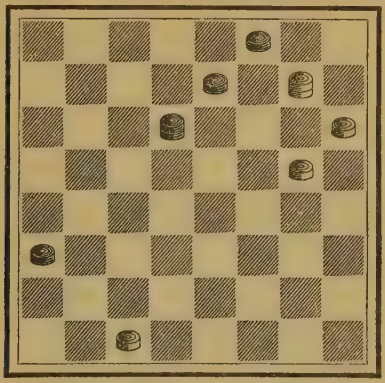
White—White to play and win.

PROBLEM No. 8—By Zach Brogan. Black.



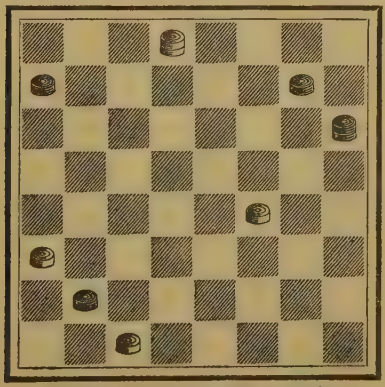
White—White to play and win.

PROBLEM No. 9—By Charles Hefter. Black.



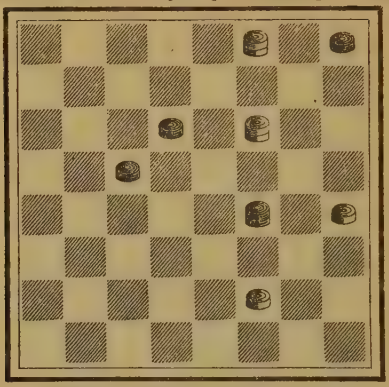
White—Black to play and win.

PROBLEM No. 10—By P. J. Lee. Black.



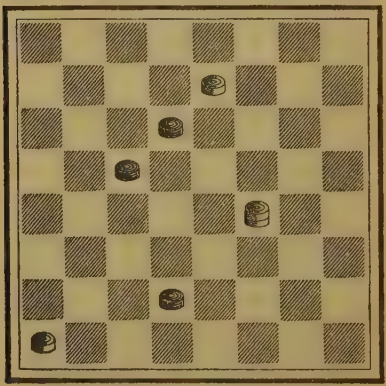
White—White to play and win.

PROBLEM No. 11—By S. J. Pickering. Black.



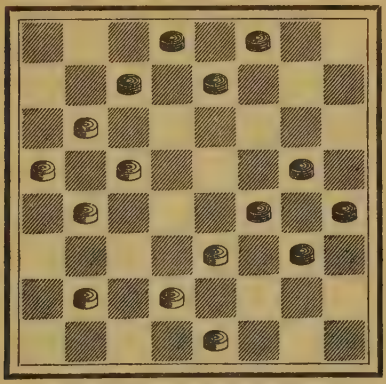
White—White to play and win.

PROBLEM No. 12—By P. J. Lee. Black.



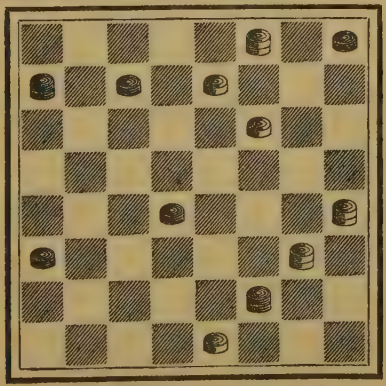
White—White to play and win.

PROBLEM No. 13—By A. C. Hews. Black.



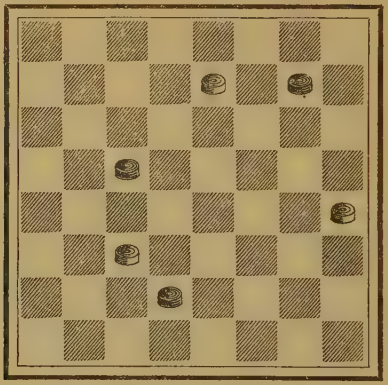
White—Black to play and win.

PROBLEM No. 14—By Arthur Harmon. Black.



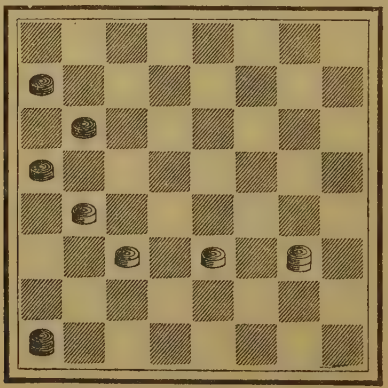
White—White to play and win.

PROBLEM No. 15—By Charles Cassor. Black.



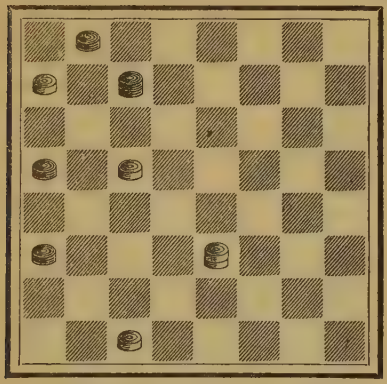
White—White to play and draw.

PROBLEM No. 16—Author Unknown. Black.



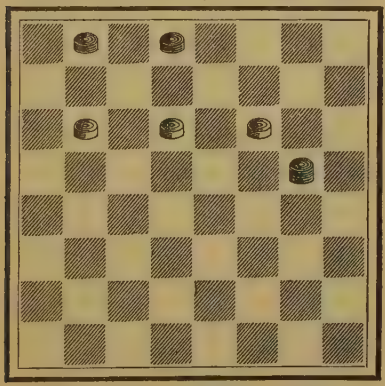
White—White to play and win.

PROBLEM No. 17—By R. A. Gurley. Black.



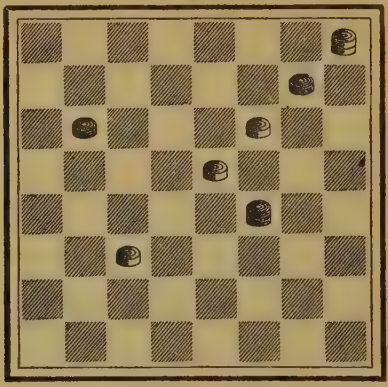
White—Black to play and win.

PROBLEM No. 18—By W. Veal. Black.



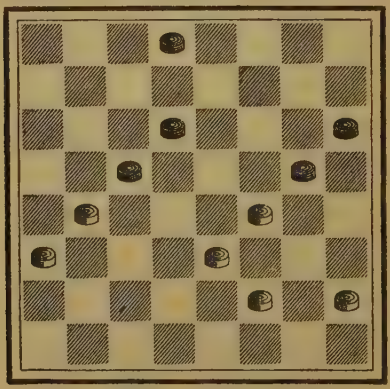
White—White to play and draw.

PROBLEM No. 19—By W. G. Cromwell. Black.



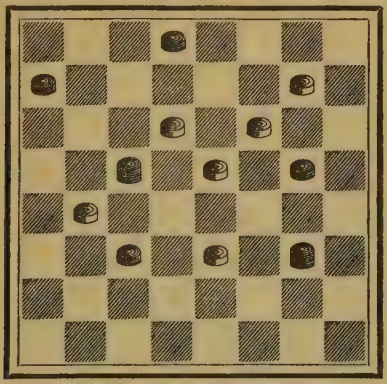
White—White to play and win.

PROBLEM No. 20—Author Unknown. Black.



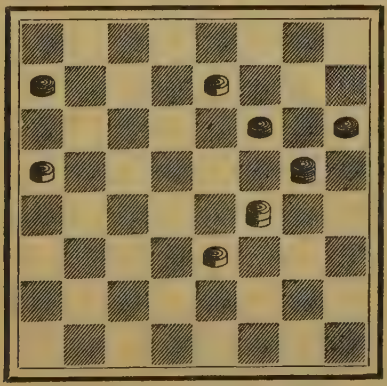
White—White to play and draw.

PROBLEM No. 21—By W. J. Wood. Black.



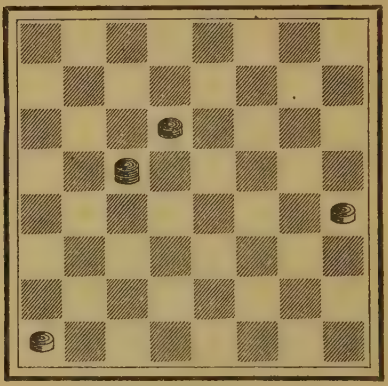
White—White to play and win.

PROBLEM No. 22—By L. S. Hart, Jr. Black.



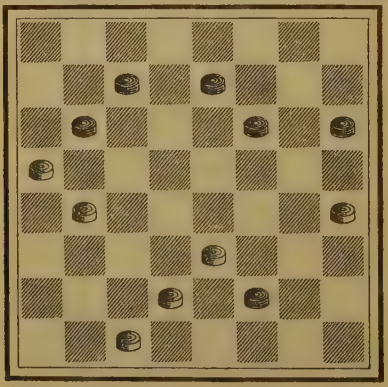
White—Black to play and draw.

PROBLEM No. 23—By Sam Siegel. Black.



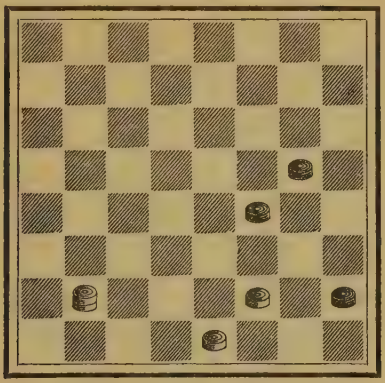
White—Black to play and win.

PROBLEM No. 24—By William J. Wood. Black.



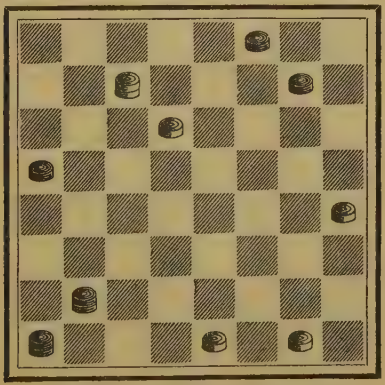
White—Black to play; White to draw.

PROBLEM No. 25—By A. Veitch. Black.



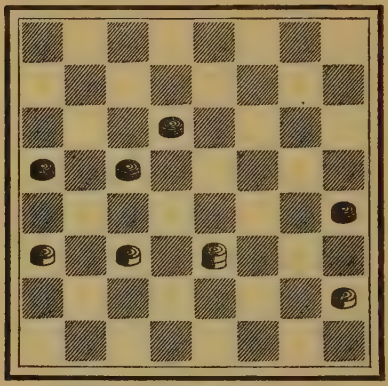
White—White to play and win.

PROBLEM No. 26—By L. J. Vair. Black.



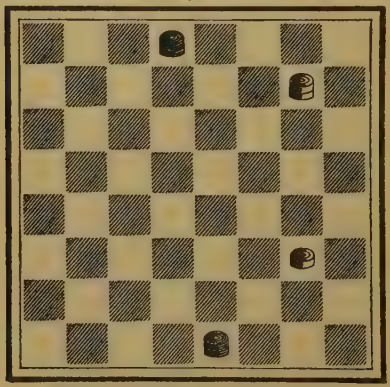
White—White to play and win.

PROBLEM No. 27—By F. Nunn. Black.



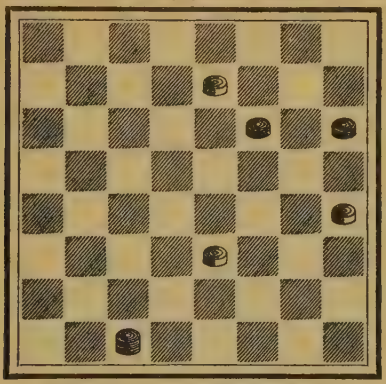
White—Black to play and win.

PROBLEM No. 28—By Sam Siegel. Black.



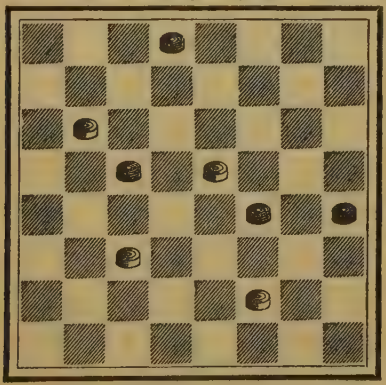
White—Black to play and win.

PROBLEM No. 29—By J. MacKenzie. Black.



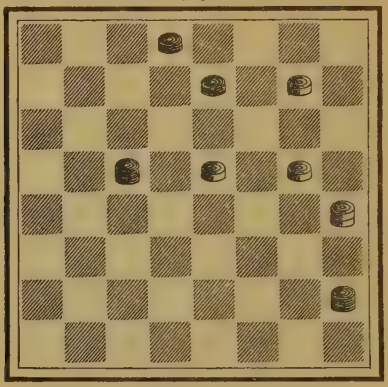
White—White to play and win.

PROBLEM No. 30—By A. Jordan. Black.



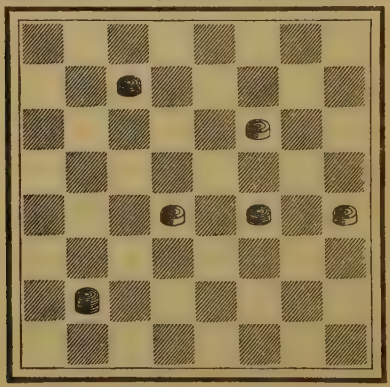
White—White to play and draw.

PROBLEM No. 31—By J. E. Green. Black.



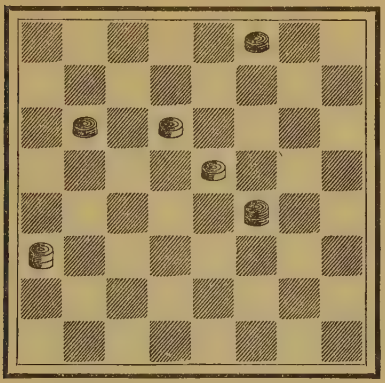
White—White to play and win.

PROBLEM No. 32—By William J. Wood. Black.



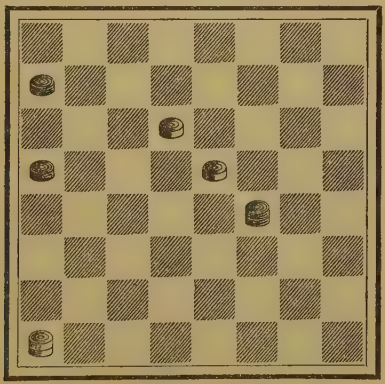
White—Black to play and win.

PROBLEM No. 33—By C. Shirra. Black.



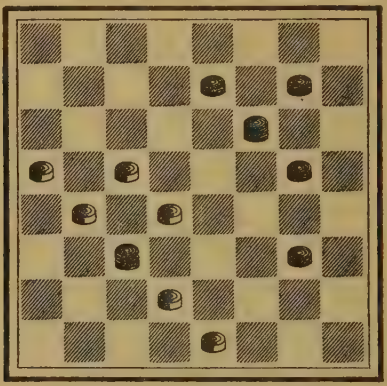
White—White to play and draw.

PROBLEM No. 34—By G. Shivas. Black.



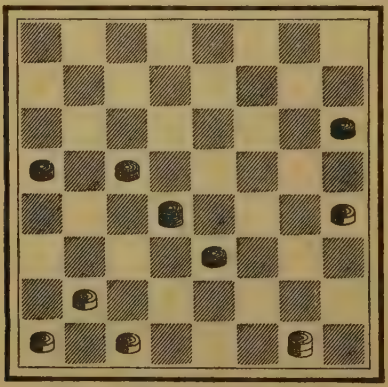
White—Black to play and win.

PROBLEM No. 35—By Thad Cross. **Black.**



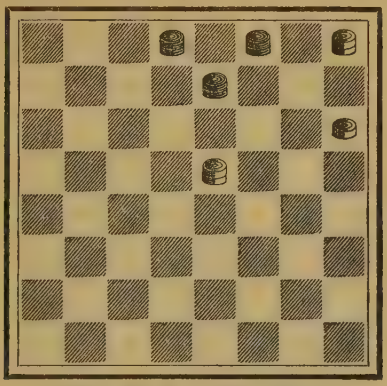
White—White to play and win.

PROBLEM No. 36—By O. H. Richmond. **Black.**



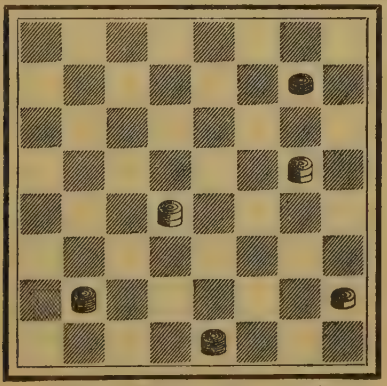
White—White to play and win.

PROBLEM No. 37—By T. M. Redd. Black.



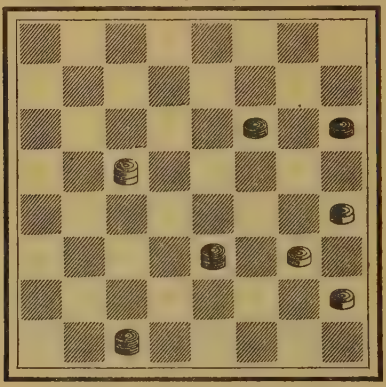
White—Black to play and win.

PROBLEM No. 38—By A. J. Heffner. Black.



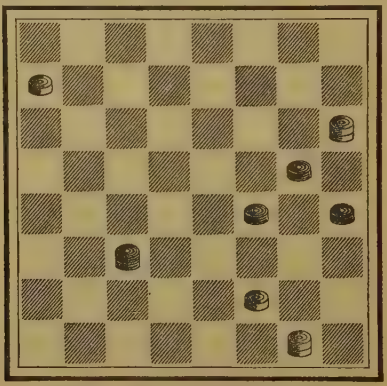
White—White to play and win.

PROBLEM No. 39—By A. Jackson. Black.



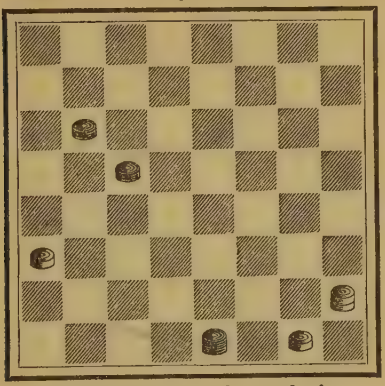
White—Black to play and win.

PROBLEM No. 40—By Peter Thirkell. Black.



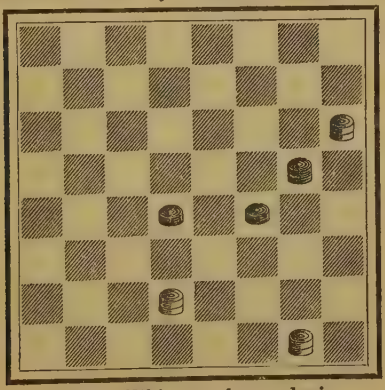
White—White to play and win.

PROBLEM No. 41—By Thad Cross. Black.



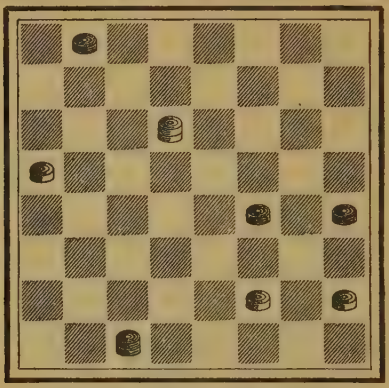
White—White to play and win.

PROBLEM No. 42—By Arthur Harmon. Black.



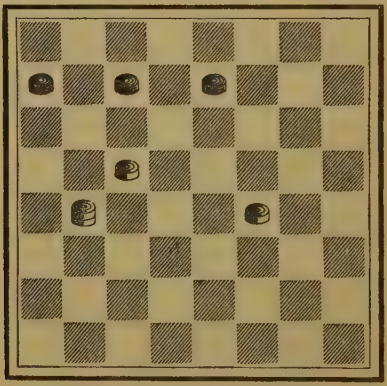
White—White to play and win.

PROBLEM No. 43—By A. J. Heffner. Black.



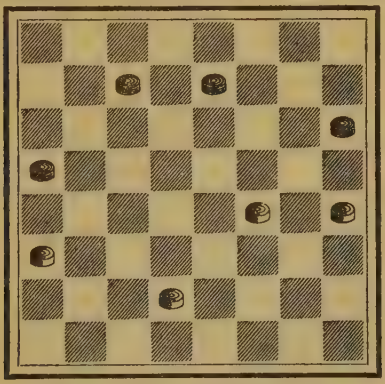
White—Black to play and draw.

PROBLEM No. 44—By Charles Smith. Black.



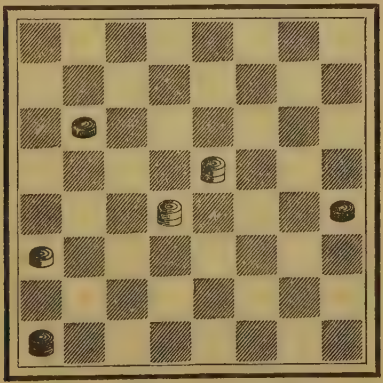
White—Black to play and win.

PROBLEM No. 45—By James P. Reed. Black.



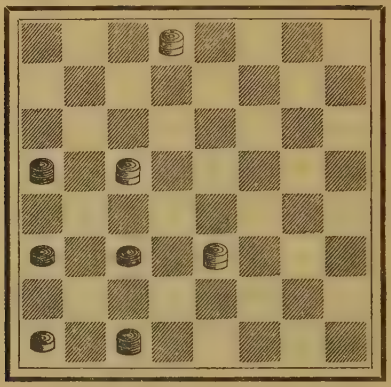
White—Black to play and draw.

PROBLEM No. 46—By D. W. Grinnell. Black.



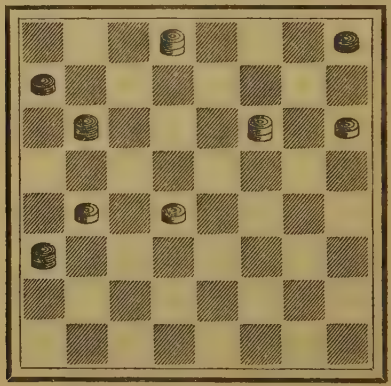
White—White to play and win.

PROBLEM No. 47—By J. H. Cameron. Black.



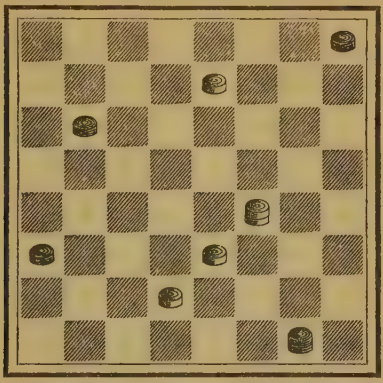
White—White to play and win.

PROBLEM No. 48—By H. D. Lyman. Black.



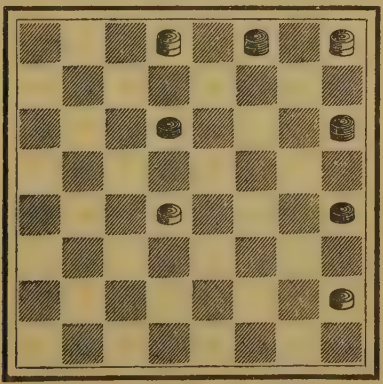
White—White to play and win.

PROBLEM No. 49—By J. H. Cameron. Black.



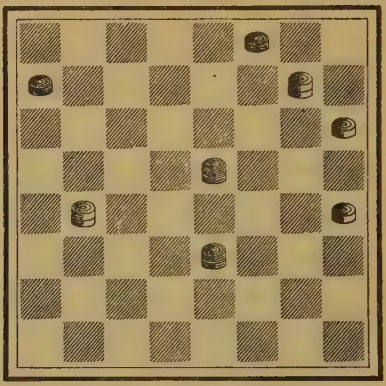
White—Black to play; White to draw.

PROBLEM No. 50—By O. H. Richmond. Black.



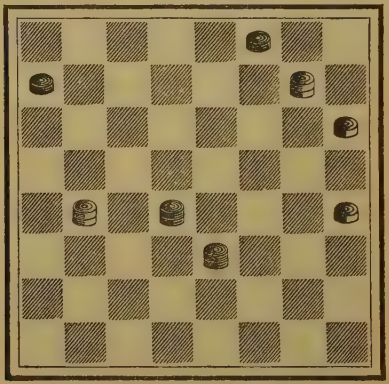
White—Black to play and win.

PROBLEM No. 51—By "Monsieur X." Black.



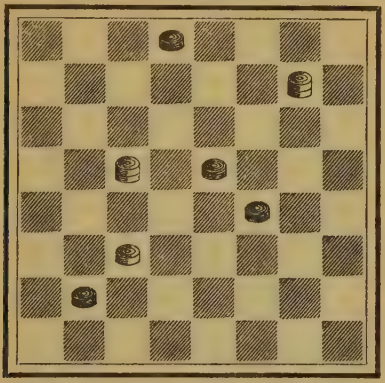
White—Black to play and win.

PROBLEM No. 52—By "Monsieur X." Black.



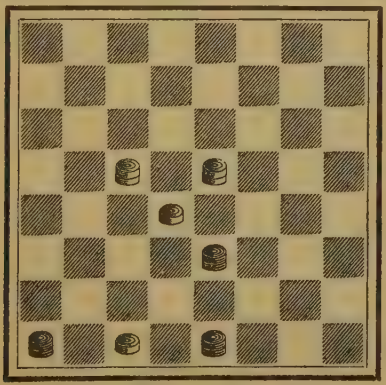
White—White to play and draw.

PROBLEM No. 53—Author Unknown. Black.



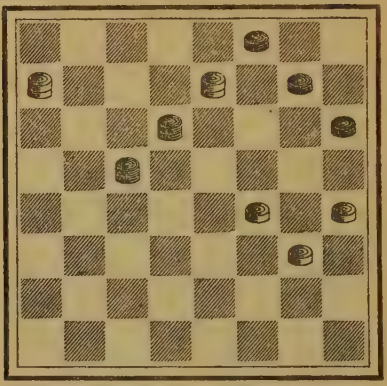
White—Black to play and win.

PROBLRM No. 54—Author Unknown. Black.



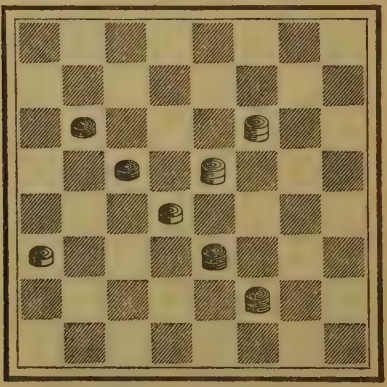
White—White to play and win.

PROBLEM No. 55—By Frank Dunne. Black.



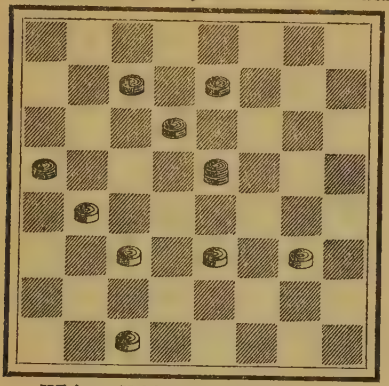
White—Black to play; White to draw.

PROBLEM No. 56—By "Monsieur X." Black.



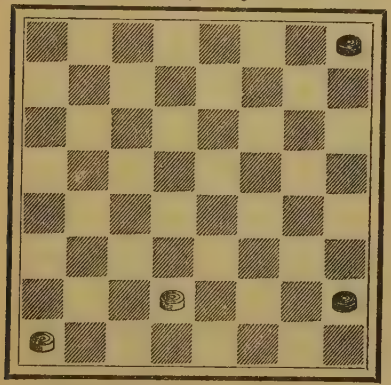
White—Black to play and win.

PROBLEM No. 57—By H. Tonkin. Black.



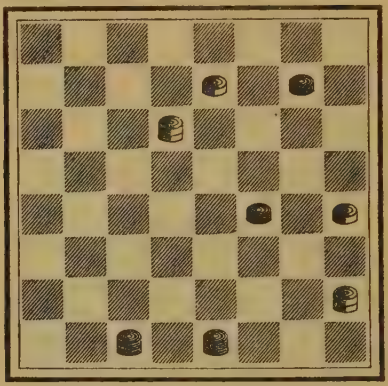
White—White to play and win.

PROBLEM No. 58—By W. J. Wood. Black.



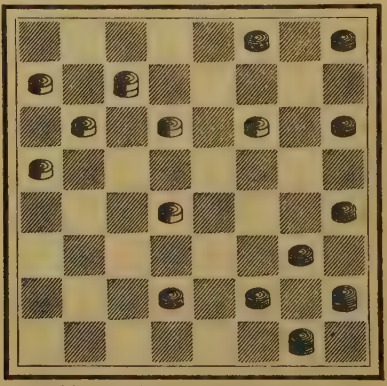
White—Black to play and win.

PROBLEM No. 59—Author Unkown. Black.



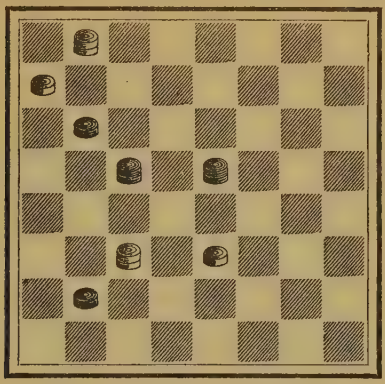
White—White to play and win.

PROBLEM No. 60—Author Unknown. Black.



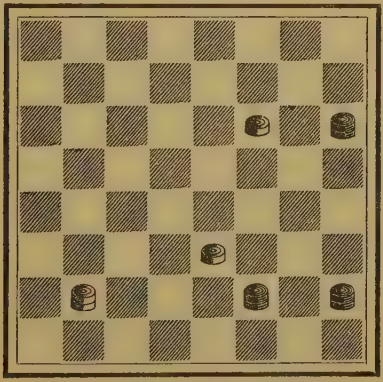
White—White to play and draw.

PROBLEM No. 61—By W. L. Coudon. Black.



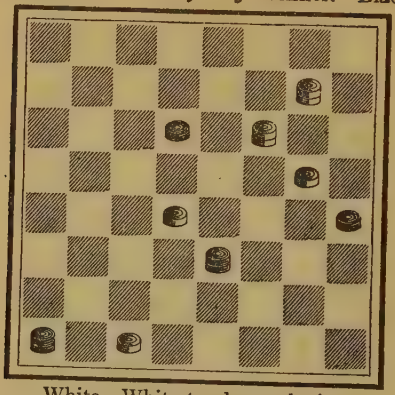
White—Black to play and win.

PROBLEM No. 62—By L. M. Stearns. Black.



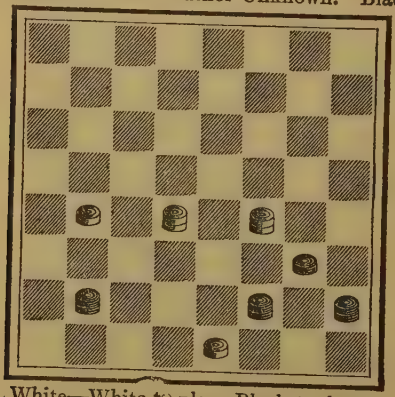
White—White to play and draw.

PROBLEM No. 63—By A. J. Heffner. Black.



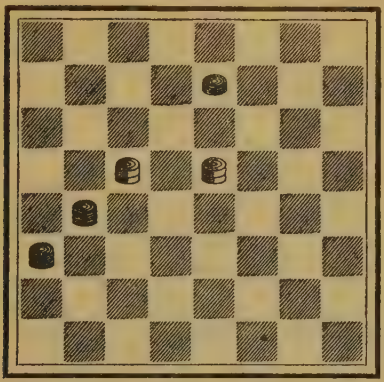
White—White to play and win.

PROBLEM No. 64—Author Unknown. Black.



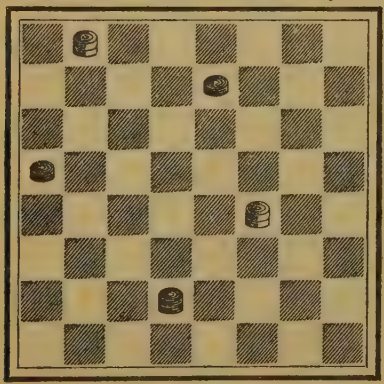
White—White to play; Black to draw.

PROBLEM No. 65—By H. D. Lyman. Black.



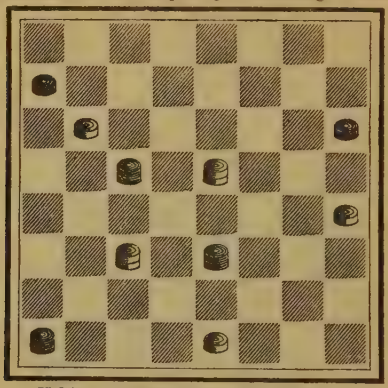
White—White to play; can White draw?

PROBLEM No. 66—An Australian Study. Black.



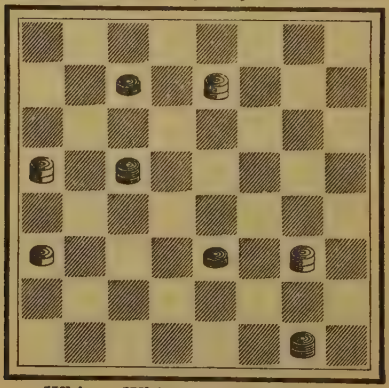
White—White to play and draw.

PROBLEM No. 67—By S. J. Pickering. Black.



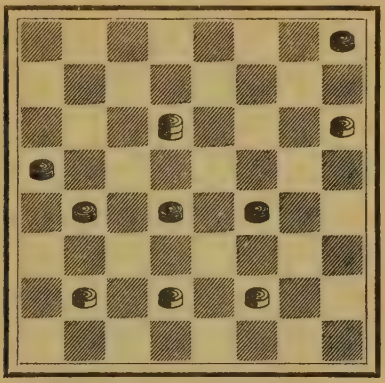
White—White to play and draw.

PROBLEM No. 68—By L. J. Vair. Black.



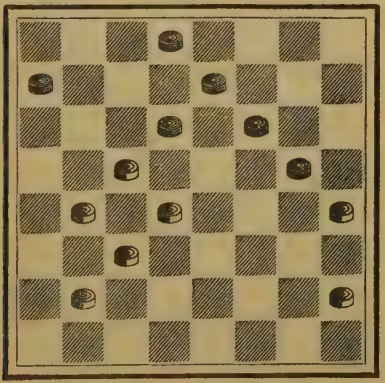
White—White to play and win.

PROBLEM No. 69—Author Unknown. Black.



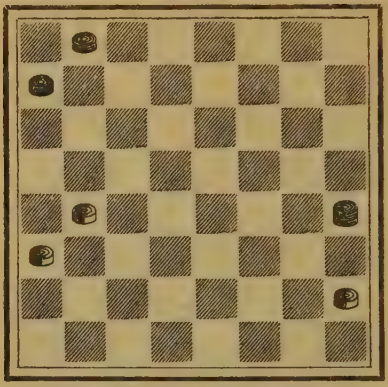
White—White to play and win.

PROBLEM No. 70—Author Unknown. Black.



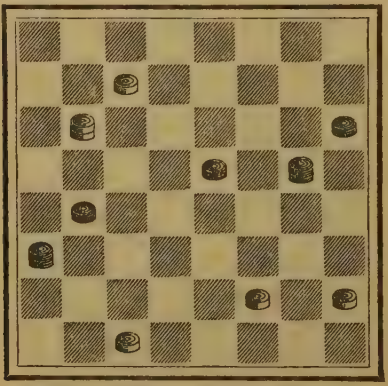
White—White to play and win.

PROBLEM No. 71—By G. H. Slocum. Black.



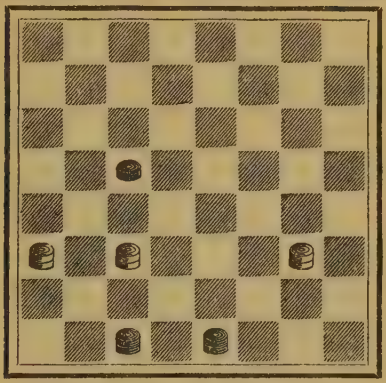
White—White to play and draw.

PROBLEM No. 72—By M. H. Brennan. Black.



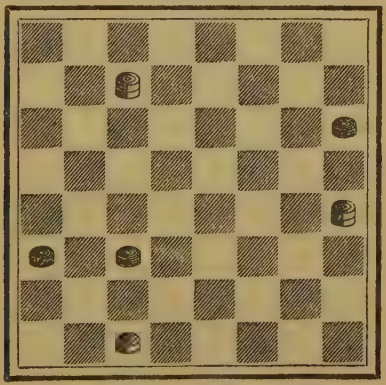
White—White to play and win.

PROBLEM No. 73—By James Lees. Black.



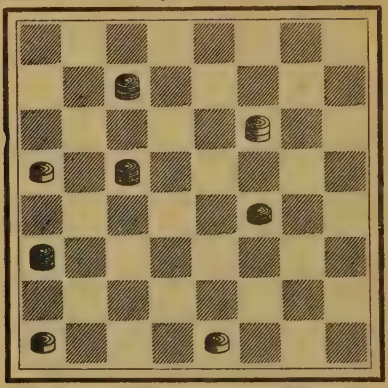
White—White o play and win.

PROBLEM No. 74—From Actual Play. Black.



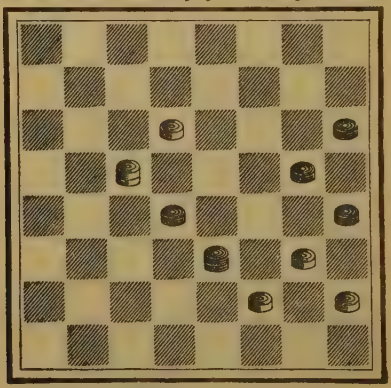
White—White to play and win.

PROBLEM No. 75—By Dr. A. Schaefer. Black.



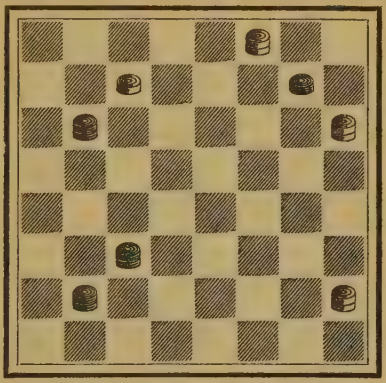
White—White to play and draw.

PROBLEM No. 76—By J. P. Grey. Black.



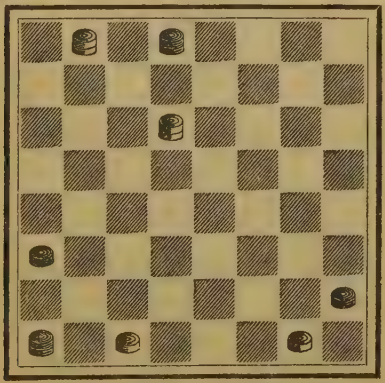
White—White to play and win.

PROBLEM No. 77—By G. H. Slocum. Black.



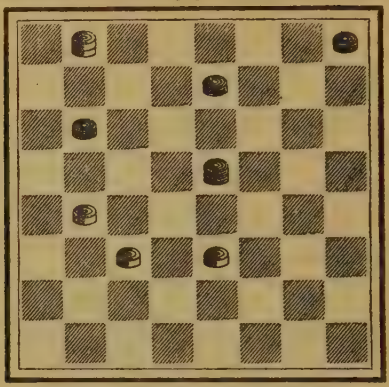
White—White to play and win.

PROBLEM No. 78—By A. J. Heffner. Black.



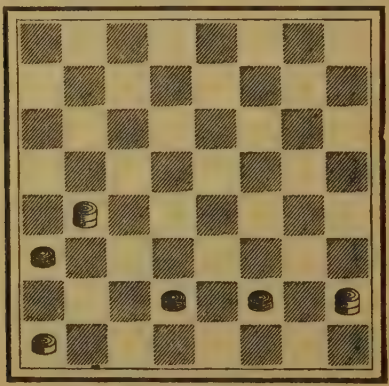
White—White to play and win.

PROBLEM No. 79—By J. P. Balsom. Black.



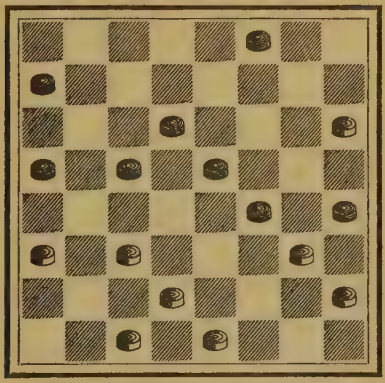
White—White to play and win.

PROBLEM No. 80—By C. M. Wilder. Black.



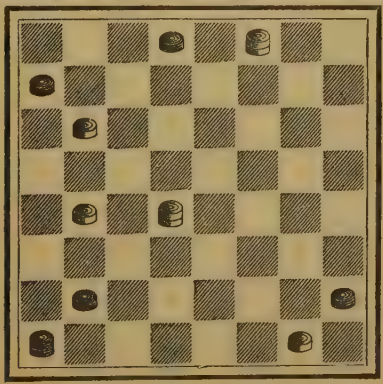
White—White to play and win.

PROBLEM No. 81—By William Bryden. Black.



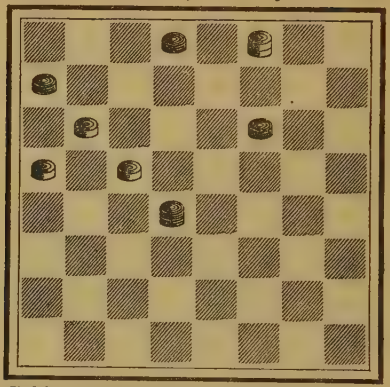
White—White to play and win.

PROBLEM No. 82—By James Robertson. Black.



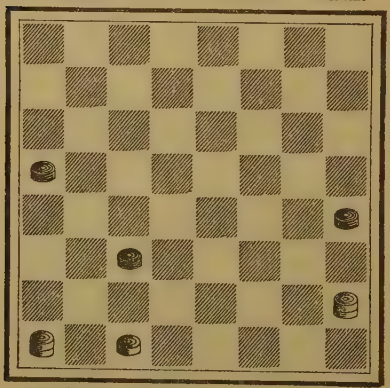
White—White to play and win.

PROBLEM No. 83—By C. L. Lynn. Black.



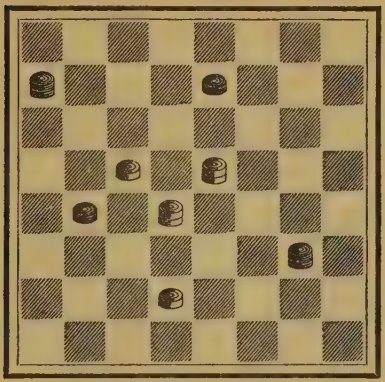
White—White to play; can White draw?

PROBLEM No. 84—Selected. Black.



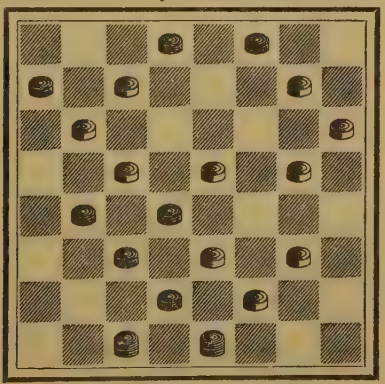
White—White to play and win.

PROBLEM No. 85—Selected. Black.



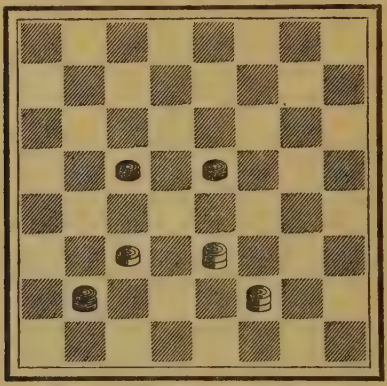
White—White to play and win.

PROBLEM No. 86—By Arnold C. Cook. Black.



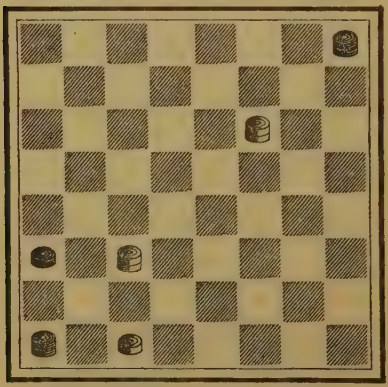
White—White to play and win.

PROBLEM No. 87—Author Unknown. Black.



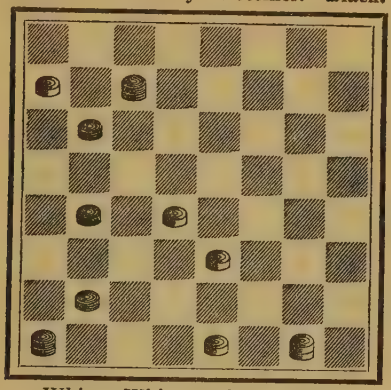
White—White to play and draw.

PROBLEM No. 88—Selected. Black.



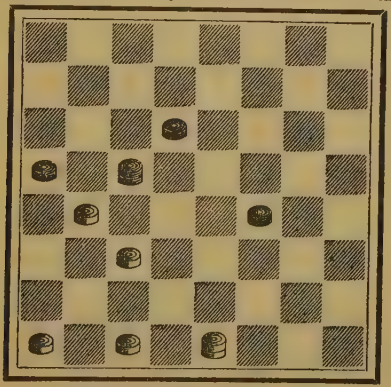
White—White to play and win.

PROBLEM No. 89—By C. Steiner. Black.



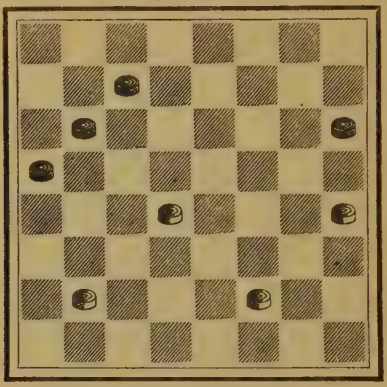
White—White to play and win.

PROBLEM No. 90—By Robert Stewart. Black.



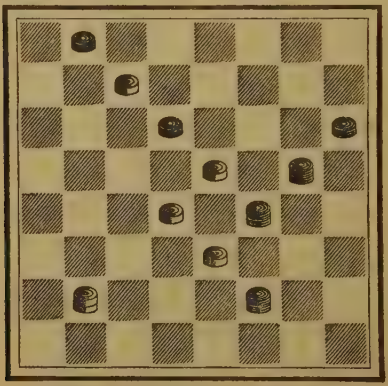
White—White to play and win.

PROBLEM No. 91—By William J. Wood. Black.



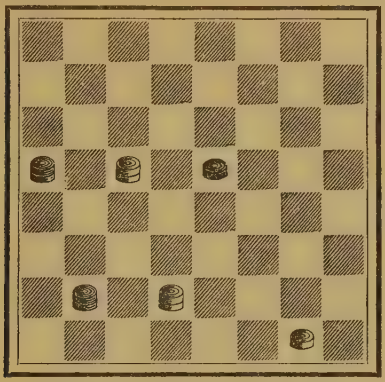
White—White to play and win.

PROBLEM No. 92—By L. S. Hart, Jr. Black.



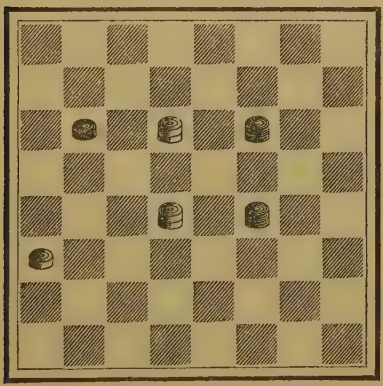
White—White to play and draw.

PROBLEM No. 93—By H. D. Lyman. Black.



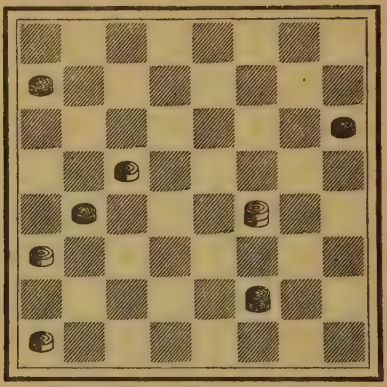
White—White to play and win.

PROBLEM No. 94—Selected. Black.



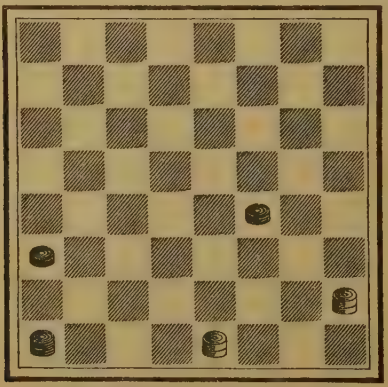
White—White to play and win.

PROBLEM No. 95—By T. McLaren. **Black.**



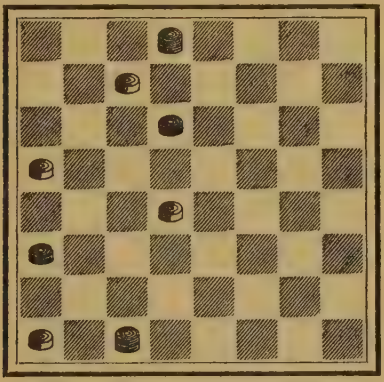
White—White to play and win.

PROBLEM No. 96—By Dr. A. Schaefer. **Black.**



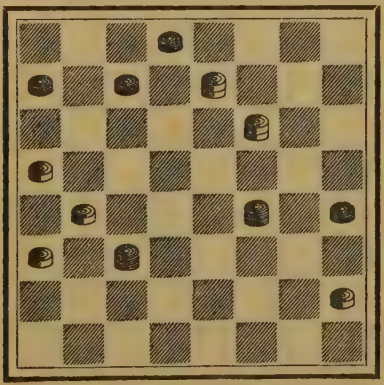
White—White to play and draw.

PROBLEM No. 97—By T. M. Macgregor. Black.



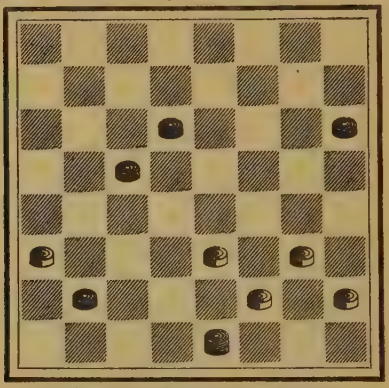
White—White to play and draw.

PROBLEM No. 98—By A. J. Heffner. Black.



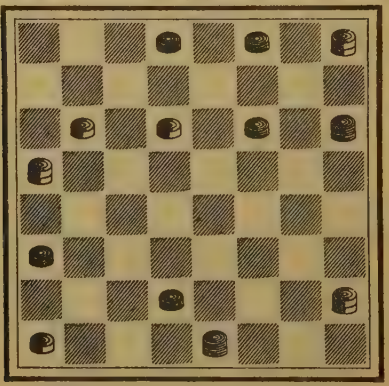
White—Black to play and win.

PROBLEM No. 99—By Charles Hefter. Black.



White—Black to play and draw.

PROBLEM No. 100—By J. E. Green. Black.



White—White to play and draw.

CHAPTER XII

SOLUTIONS TO PROBLEMS.

A COMPLETE list of solutions to the 148 problems is given in this department.

PROBLEM No. 1—"Selected."

Black—13; King 16.
White—21, 24, 27.
White to play; what result?
White draws thus: 21-17*, 13-22, 27-23, 16-20, 24-19. Drawn.

* Only move to draw. History—In 1885 the following problem appeared in the Cleveland Sun by O. H. Richmond: B. 6, 7, 9, 12, 22, W. 15, 18, 20; King 23. White to play and win by 15-10, 7-14, 23-19, 14-23, 19-17 (now the above position—colors reversed). Richmond continued 6-10, 17-13, 9-14, 13-9, 14-18, 9-6, 10-15, 6-10, 18-22 and White wins. A little later R. A. Gurley published the Richmond position in the same paper, but with the terms—White to play, Black to draw—and inscribed the problem to O. H. Richmond.

PROBLEM No. 2—By W. J. Wray.

Black—5, 6, 11, 18, 20.
White—14, 17, 29, 30, 32.
White to play and win.
Solution—32-28(*a*), 18-23, 17-13, 23-27, 29-25, 27-31, 25-21, 31-27, 30-25, 27-23, 25-22, 23-26, 22-17, 6-9, 13-6,

26-22, 17-13, 22-17, 14-10, 17-14, 10-7, 14-10, 7-3, 10-1, 3-7, 11-15, 7-10, 15-19, 21-17, 19-23, 17-14, 23-26, 13-9, 26-30, 10-15, White wins.

(*a*) Strange, but this is the only move to win.

PROBLEM No. 3—A "Switcher" Coup.

The following is a fine "Switcher" ending that occurred some time ago between two experts:

Black—2, 6, 8, 11, 12, 13, 14, 19.

White—20, 22, 25, 26, 27, 28, 30, 31.

White to play and win.

20-16, 11-20, 25-21, 6-10, 27-24, 20-27, 31-6, 2-9, 28-24, 8-11, 24-20, 11-15, 20-16, 12-19, 26-23. White wins.

A startling and interesting finish.

PROBLEM No. 4—By C. Hefter.

Black—19, 24; Kings 15, 30.

White—21, 28; King 16.

Black to play and draw.

Solution—30-25, 16-23, 15-11(*a*), 28-19, 25-22, 23-27, 22-18, 21-17, 11-7, 19-16, 7-10, 16-11, 18-14, 17-13, 10-6. Drawn.

(*a*) 24-27, 23-32, 15-19 forms the next problem.

PROBLEM No. 5—By C. Hefter.

Black—Kings 19, 25.

White—21, 28; King 32.

White to play and win.

Solution—32-27, 25-22, 27-31, 19-23(*r*), 28-24, 22-18, 24-20, 23-19, 31-26, 18-15, 26-22, 15-11, 22-18, 11-7, 21-17, 7-11, 17-13, 11-7, 13-9, 7-2, 9-5. White wins.

Var. (*1*)—22-18, 21-17, 19-23, 17-13, 18-14, 28-24, 14-10, 24-20, 23-19, 31-26, 10-15, 26-22, 15-11, 22-18. White wins.

PROBLEM No. 6—By J. D. Janvier.

Black—12; Kings 18, 19.

White—20, 25; King 11.

Black to play and win.

Solution—18-14*, 11-8(*1*), 19-15, 25-21(*3*), 14-10, 21-17, 10-7, 17-14, 7-11. Black wins.

Var. (*3*)—8-3, 15-11, 25-22, 14-10, 22-18(*a*), 12-16. Black wins.

Var. (*1*)—11-7(*2*), 19-15, 7-2, 15-10. Black wins.

Var. (*2*)—25-21, 12-16, 11-8(*b*), 14-10, 20-11, 19-16. Black wins.

(*a*)—22-17, 10-15. Black wins.

(*b*)—21-17, 14-21, 11-8, 21-17. Black wins.

This problem is of great practical value. See games Nos. 1 and 2.

PROBLEM No. 7—By O. H. Richmond.

Black—2, 3; Kings 19, 21.

White—5, 9, 10, 12, 29.

White to play and win.

Solution—5-1, 21-17, 9-6, 2-9, 10-7, 3-10, 1-6. White wins.

PROBLEM No. 8—By Zach Brogan.

Black—7, 9, 18.

White—8, 21, 30.

White to play and win.

Solution—8-3, 7-11, 3-7, 11-16, 7-11, 16-20, 11-15, 18-23, 15-18, 23-27, 21-17, 9-13, 18-23, 13-22, 23-32, 20-24, 32-28, 24-27, 30-26, 22-31, 28-32. White wins.

PROBLEM No. 9—By Chas. Hefter.

Black—3, 7, 21; King 10.
White—12, 16, 30; King 8.
Black to play and win.
Solution—10-15, 30-26, 21-25(*a*), 26-22, 7-10, 22-17, 10-14, 17-10, 15-6. Black wins.
(*a*)—15-18 only draws.

PROBLEM No. 10—By P. J. Lee.

Black—5, 8, 25; King 12.
White—19, 21, 30; King 2.
White to play and win.
Solution—21-17, 25-29, 17-14, 8-11, 2-7, 11-16, 30-25, 16-23, 7-10, 29-22, 14-9, 5-14, 10-19. White wins.

PROBLEM No. 11—By S. J. Pickering.

Black—4, 10, 14; King 19.
White—20, 27; Kings 3, 11.
White to play and win.
Solution—3-7, 19-24, 20-16, 24-31, 16-12, 31-27, 11-15, 10-19, 12-8, 4-11, 7-32. White wins.

PROBLEM No. 12—By P. J. Lee.

Black—10, 14; King 26.
White—7, 29; King 19.
White to play and win.
Solution—7-2(*1*), 14-17, 2-6, 10-14, 6-9, 14-18, 29-25(*2*), 18-23, 25-22, 17-21, 9-6(*3*), 26-17, 19-26, 21-25, 26-30, 17-21, 6-10, 25-29, 10-14, 29-25, 14-18. White wins.
Var. (*1*)—7-3, 14-18, 3-7, 10-14, 19-15, 18-22, 7-10, 14-17, 10-14, 17-21, 14-18, 21-25. Drawn.

Var. (*2*)—9-14, 18-23, 14-21, 26-31, 19-26, 31-22. Drawn.

Var. (*3*)—9-13, 26-17, 19-26, 17-14, 26-22, 14-10. Drawn.

PROBLEM NO. 13—By A. C. Hews.

Black—2, 3, 6, 7, 16, 19, 20, 24.

White—9, 13, 14, 17, 23, 25, 26, 31.

Black to play and win.

Solution—24-27, 31-15, 7-10, 14-7, 2-27, 9-2, 3-7, 2-11, 20-24, 11-20, 27-32. Black wins.

PROBLEM NO. 14—By Arthur Harmon.

Black—4, 6, 18, 21; Kings 5, 27.

White—7, 11, 31; Kings 3, 20, 24.

White to play and win.

Solution—24-19, 27-32, 19-15, 18-22, 31-27, 32-23, 15-19, 23-16, 7-2, 16-7, 2-9, 5-14, 3-26, 21-25, 26-30*, 25-29, 20-16, 4-8, 16-19, 8-12, 19-23, 12-16, 23-27, 16-20, 27-32, 20-24, 30-26, 29-25, 26-31, 24-28, 31-26. White wins.

PROBLEM NO. 15—By Charles Cassor.

Black—8, 14, 26.

White—7, 20, 22.

White to play and draw.

Solution—7-2, 26-30, 2-6, 30-25, 20-16, 25-18, 16-12, 8-11, 6-10, 14-17, 10-15. Drawn.

A valuable end-play study

PROBLEM NO. 16—Author unknown.

Black—5, 9, 13; King 29.

White—17, 22, 23; King 24

White to play and win.

Solution—24-28, 29-25, 17-14, 25-27, 28-32, 9-18, 32-14. White wins.

Decisive and pretty.

PROBLEM No. 17—By R. A. Gurley.

Black—1, 13, 21; King 6.

White—5, 14, 30; King 23.

Black to play and win.

Solution—21-25, 30-21, 6-9, 23-18, 13-17, 14-10, 9-6. Black wins.

Finesse at end-play.

PROBLEM No. 18—By W. Veal.

Black—1, 2; King 16.

White—9, 10, 11.

White to play and draw.

Solution—10-7, 1-5, 9-6, 2-9, 7-3, 16-7, 3-10, 9-14, 10-17, 5-9. Drawn.

PROBLEM No. 19—By W. G. Cromwell.

Black—8, 9; King 19.

White—11, 15, 22; King 4.

White to play and win.

Solution—22-18, 19-10, 11-7, 10-3, 4-11, 9-13, 18-15, 13-17, 11-16, 3-8, 16-12, 8-3, 15-11, 17-22, 12-16, 22-26, 16-19. White wins.

PROBLEM No. 20—Contributed to "The State," Columbia, S. C., by Jacob Dunger, Bridgeport, Conn.

Black—2, 10, 12, 14, 16.

White—17, 19, 21, 23, 27, 28.

White to play and draw.

Would you solve in cross-board play?

Solution—17-13, 2-6, 27-24, 16-20, 23-18, 14-23, 19-15, 20-27, 15-11. Drawn.

PROBLEM NO. 21—By W. J. Wood.

Black—2, 5, 16, 22; Kings 14, 24.
White—8, 10, 11, 15, 17, 23.
White to play and win.

Solution—17-13, 14-7, 13-9, 5-14, 23-19, 16-23, 8-3, 7-16, 15-11. White wins.

PROBLEM NO. 22—By L. S. Hart, Jr.

Black—5, 11, 12; King 16.
White—7, 13, 23; King 19.
Black to play and draw.

Solution—16-20, 7-3(*a*), 12-16, 19-12, 11-15. Drawn.

(*a*)—7-2, 20-16, 2-7(*b*), 16-20. Drawn.

(*b*)—2-6, 16-20. Drawn.

PROBLEM NO. 23—By Sam Siegel.

Black—10; King 14.
White—20, 29.
Black to play and win.

Solution—14-18, 20-16, 18-15, 16-12, 15-11, 29-25, 10-14, 25-21, 11-15, 12-8, 15-18, 8-3, 14-17, 21-14, 18-9. Black wins.

PROBLEM NO. 24—By W. J. Wood.

Black—6, 7, 9, 11, 12, 27.
White—13, 17, 20, 23, 26, 30.
Black to play; White to draw.

Solution—27-31 forces 26-22 and 7-10 makes 23-18 imperative; 31-26 is Black's only hope of winning. 30-23, now 12-16 and all is well; the average player would quit, but along comes 23-19, 16-23, and 20-16, 11-20, 8-15 and Black is happy. 10-19, 22-18 is a startler for Black, who says, all right, two to the good, I can afford to lose one. 23-26 in a hurry to recover lost ground. 17-14, 26-31, 14-5, with thanks, 6-10, Black still has hopes. 5-1, 31-26, 1-6, 26-23, 6-24, 20-27 and Black's easy win, 13 moves back, disappears.

PROBLEM No. 25—By A. Veitch.

Black—16, 19, 28.
White—27, 31; King 25.
White to play and win.
Solution—27-24, 19-23, 25-30, 16-20, 31-27, 23-32, 30-26, 20-27, 26-31. White wins.

PROBLEM No. 26—By L. J. Vair.

Black—3, 8, 13; Kings 25, 29.
White—10, 20, 31, 32; King 6.
White to play and win.
Solution—20-16, 8-12(*a*), 32-27, 12-19, 27-23, 19-26, 31-22, 25-18, 10-7, 3-10, 6-22. White wins.
(*a*)—Forced since Black loses the man on 8 otherwise.

PROBLEM No. 27—By F. Nunn.

Black—10, 13, 14, 20.
White—21, 22, 28; King 23.
Black to play and win

Solution—10-15, 23-27, 15-19, 27-31, 20-24, 31-26, 24-27, 26-31, 27-32, 31-26, 32-27, 26-30, 27-24, 30-25, 24-20, 25-30, 20-16, 30-26, 16-11, 26-30, 11-15, 30-25, 19-23, 28-24, 23-27, 24-20, 15-19, 25-30, 27-31, 30-26, 14-18, 22-15, 31-22, 15-10, 22-18. Black wins.

PROBLEM No. 28—By Sam Siegel.

Black—Kings 2, 31.
White—24; King 8.
Black to play and win.
Solution—31-27, 24-19, 27-24, 19-16, 24-19, 16-11, 2-6, 8-3, 6-10, 11-8, 19-16, 8-4, 16-12, 4-8, 10-15. Black wins.

PROBLEM No. 29—By J. MacKenzie.

Black—11, 12; King 30.
White—7, 20, 23.
White to play and win.
Solution—23-19, 30-26, 7-3, 26-31, 3-8, 31-27, 8-15, 27-24, 20-16, 24-20, 15-11, 20-24, 19-15, 12-19, 11-16. White wins.
NOTE—Worth knowing.

PROBLEM No. 30—By A. Jordan.

Black—2, 14, 19, 20.
White—9, 15, 22, 27.
White to play and draw.
Solution—15-10(*a*), 19-24, 27-23, 24-27, 22-18, 27-31, 18-15, 31-26, 23-19, 26-23, 19-16, 23-19, 16-12, 14-18, 15-11, 18-23, 9-5, 23-27, 5-1. Drawn.
(*a*)—Only move to draw.

PROBLEM No. 31—By J. E. Green.

Black—2, 7; Kings 14, 28.
White—8, 15, 16; King 20.
White to play and win.

Solution—15-10, 7-11, 16-7, 2-11, 8-3, 14-7, 3-10, 28-32, 20-24, 11-16, 10-14, 32-28, 24-20, 16-19, 14-18, 28-32, 20-24, 19-28, 18-23. White wins.

Note to above problem: Useful and of frequent occurrence. Mr. Green's problems are well worth while.

PROBLEM No. 32—By W. J. Wood.

Black—6, 19; King 25.
White—11, 18, 20.
Black to play and win.

Solution—25-22, 18-15, 22-18, 20-16, 19-24, 16-12, 24-27, 12-8, 27-32, 8-3, 32-27, 3-7, 27-24*, 7-2, 24-20*, 2-9, 20-16, 9-14(*a*), 18-9, 11-7, 16-19, 15-11, 9-6, 7-3, 6-10, 11-8, 19-16, 8-4, 16-12, 4-8, 10-15. Black wins.

(*a*)—The force of 7-2 at 14th move is now apparent.

NOTE—The above problem and the one that follows are given to illustrate a situation that frequently arises in cross-board play. The idea has been frequently utilized by the problemists in recent years. It is well known to the experts.

PROBLEM No. 33—By C. Shirra.

Black—3, 9; King 19.
White—10, 15; King 21.
White to play and draw.

Solution—21-17, 9-14, 17-13, 14-18, 13-9, 18-23, 9-5,

23-26, 5-1, 3-8, 1-6, 26-31, 6-2, 31-26, 2-7, 26-22, 7-3*, 22-17(*a*), 3-12, 17-14, 12-16*, 19-12, 10-7. Drawn.

(*a*)—8-12, 3-7**b*, 12-16, 7-2*c*. Drawn.

(*b*)—3-8, 19-16. Black wins.

(*c*)—7-11, 22-17, 11-20, 17-14, 20-16. Drawn.

PROBLEM No. 34—By G. Shivas.

Black—5, 13; King 19.

White—10, 15; King 29.

Black to play and win.

Solution—5-9*, 29-25, 9-14*, 25-22(*a*), 14-18, 22-25(*b*), 13-17, 25-21, (25-30, 17-22), 17-22, 15-11(*c*), 19-15, 21-17, 15-6, 17-26, 6-10. Black wins.

(*a*)—25-30, (25-21, 13-17, 21-25, 14-18, and same as trunk at seventh move), 14-18, 30-25, 13-17, and same as trunk at seventh.

(*b*)—22-26, 13-17. Black wins.

(*c*)—21-17, 18-23. Black wins.

If Black plays 13-17 at his first or second move.

White draws by 5-9, 29-25, 13-17, 15-11, 17-21, 25-22, 19-15, 10-6.

PROBLEM No. 35—By Thad. Cross.

Black—7, 8, 16, 24; Kings 11, 22.

White—13, 14, 17, 18, 26, 31.

White to play and win.

Solution—14-9, 22-15, 31-27, 24-31, 9-6, 31-22, 13-9, 22-13, 6-1. White wins.

A puzzler for a minute.

PROBLEM No. 36—By O. H. Richmond.

Black—12, 13, 14, 23; King 18.
White—20, 25, 29, 30; King 32.
White to move and win.
Solution—25-22, 18-25, 29-22, 14-17, 30-26*, 23-30, 32-27, 17-26, 27-31, 13-17, 31-13. White wins.

PROBLEM No. 37—By T. M. Redd.

Black—Kings 2, 3, 7.
White—12; Kings 4, 15.
Black to play and win.
Solution—7-10, 15-6, 2-9, 4-8, 3-7, 8-4, 9-14, 4-8, 14-10. Black wins.

PROBLEM No. 38—By A. J. Heffner.

Black—8; Kings 25, 31.
White—28; Kings 16, 18.
White to play and win.
Solution—16-12, 8-11, 28-24, 31-26, 12-8, 11-16, 24-20, 26-22, 20-11, 22-15, 8-4. White wins.

PROBLEM No. 39—"An Evening Study"—By A. Jackson.

Black—11, 12; Kings 23-30.
White—20, 24, 28; King 14.
Black to play and win.
Colors reversed from original. See Game No. 3.
Solution—30-25, 14-10, 25-21, 10-14, 23-26, 14-10, 26-22, 24-19, 21-17, 10-7, 22-26, 7-16, 26-23, 19-15, 12-19, 20-16, 17-14, 15-11, 23-27, 11-8, 27-24, 8-3, 24-20, 16-11, 14-10, 11-8, 20-16. Black wins.

PROBLEM NO. 40—By Peter Thirkell.

Black—16, 19, 20; King 22.
White—5, 27; Kings 12, 32.
White to play and win.
Solution—5-1, 22-17, 1-6, 17-14, 6-2, 14-10, 12-8, 10-14, 2-7, 19-24, 27-23, 24-27, 8-12, 27-31, 12-19, 31-27, 7-10, 14-7, 23-18, 27-31, 18-15. White wins.

PROBLEM NO. 41—By Thad. Cross.

Black—9, 14; King 31.
White—21, 32; King 28.
White to move and win.
Solution—32-27, 31-24, 28-19, 14-18, 19-15, 18-23, 15-18, 23-27, 21-17, 9-13, 18-23. White wins.
To illustrate a well-known principle that can be used often in end-play.

PROBLEM NO. 42—By Arthur Harmon.

Black—18, 19; King 16.
White—Kings 12, 26, 32.
White to play and win.
Solution—12-8*, 18-23(*a-b*), 26-31, 16-20, 32-28*, 20-16, 8-3*, 16-11, 28-32, 11-16, 3-7, 16-20, 32-28*, 20-16, 7-10, 16-11, 28-32, 11-15, 10-7, 19-24, 32-28, 15-19, 7-10, 23-27, 32-28, 19-23, 10-7. White wins.
(*a*)—19-24, 8-3*, 16-19(*c*), 3-7, 19-15, 7-2, 15-19(*d*), 2-6, 19-15(*f*), 6-9, 15-10, 26-31, 10-14, 9-13, 24-28(*e*), 31-26, 14-10, 13-17, 18-22, 26-30. White wins.
(*b*)—16-20, 8-11, 20-24, 11-15, 18-23, 26-31, 24-27, 15-24*, 27-20, 31-27, 23-26, 27-24. White wins.
(*c*)—16-11, 32-28. White wins.
(*d*)—15-10, 32-28. White wins.

(*e*)—Forced.

(*f*)—18-23, 26-31, 19-15, 32-28, 19-15 same as trunk.

PROBLEM No. 43—By A. J. Heffner.

Black—1, 19, 20; King 30.

White—13, 27, 28; King 10.

Black to move and draw.

Solution—1-6*, 10-1, 30-25, 1-6, 25-22, 6-9, 22-17*, 9-6, 17-22, 13-9, 22-18, 6-10, 19-24, 28-19, 18-15. Drawn.

PROBLEM No. 44—By Charles Smith, Phila., Pa.

Black—5, 6, 7.

White—14, 19; King 17.

Black to play and win.

Solution—6-9, 19-16, 9-18, 17-14, 18-22*, 14-18, 22-25*, 18-15, 25-29, 16-12, 29-25, 12-8, 7-11*, 15-19, 25-21, 8-3, 5-9, 3-7, 11-15, 19-10, 9-14, 10-17, 21-14. Black wins.

If White plays 19-23 instead of 3-7 at the 18th move, not one player out of 10 will find the win for Black in cross-board play. No play has been published on this move, but it is really White's best defense. Try it out.

NOTE—Generally credited to Frank Wendemuth.

PROBLEM No. 45—By James P. Reed.

Black—6, 7, 12, 13.

White—19, 20, 21, 26.

Black to play and draw.

Solution—7-10*(1), 20-16, 10-14, 26-23, 13-17, 16-11, 17-22, 11-7, 22-26, 7-2, 6-9, 2-6, 26-31*, 6-13, 31-27, 13-17, 27-18, 17-10, 18-15. Drawn.

(1) 6-10, 26-22*, 10-14, 19-15*, 14-18, 15-11*, 7-16, 22-25. White wins.

PROBLEM NO. 46—By D. W. Grinnell.

Black—9, 20; King 29.
White—21; Kings 15, 28.
White to play and win.
Solution—15-18, 29-25, 28-32, 20-24, 32-28, 24-27, 21-17, 9-13, 18-22, 25-18, 28-32. White wins.

PROBLEM NO. 47—By J. H. Cameron.

Black—21, 22; Kings 13, 30.
White—29; Kings 2, 14, 23.
White to play and win.
Solution—14-9, 13-6, 2-9, 22-26, 9-13, 26-31, 29-25, 31-26, 23-27, 26-31, 27-24, 30-26, 25-22, 26-17, 13-22. White wins.

PROBLEM NO. 48—By H. D. Lyman.

Black—4, 5; Kings 9, 21.
White—12, 17, 18; Kings 2, 11.
White to play and win.
Solution—17-14, 21-17, 12-8, 17-10, 11-15, 10-19, 18-14, 9-18, 2-7, 4-11, 7-14. White wins.

PROBLEM NO. 49—By J. H. Cameron.

Black—4, 9, 21; King 32.
White—7, 23, 26; King 19.
Black to play; White to draw.
Solution—32-27, 23-18, 27-23, 18-14, 9-18, 19-15, 23-30, 15-22, 4-8, 7-3, 8-11, 3-7, 11-15, 7-10, 15-19, 10-15, 19-23, 15-18, 23-27, 18-23, 27-31(*a*), 22-25, 31-26, 23-27. Drawn.
(*a*)—27-32, 22-25, etc. Drawn.

PROBLEM No. 50—By O. H. Richmond.

Black—10, 20; Kings 3, 12.
White—18, 28; Kings 2, 4.
Black to play and win.
Solution—12-16, 2-7, 16-19, 7-14, 20-24, 18-15, 19-17, 28-19. Black wins.

PROBLEM No. 51—By "Monsieur X."

Black—3, 5; Kings 15, 23.
White—12, 20; Kings 8, 17.
Black to play and win.
Solution—23-18, 20-16, 18-23, 17-14, 23-19, 14-17, 19-24, 8-4, 15-10, 4-8, 24-20, 8-11, 5-9, 17-13, 9-14, 13-9, 14-17(*a*), 9-14, 17-21(*b*). Black wins.
(*a*)—14-18, then either 9-14 or 11-15 draws.
(*b*)—17-22 draws.

PROBLEM No. 52—By "Monsieur X."

Black—3, 5; Kings 18, 23.
White—12, 20; Kings 8, 17.
White to play and draw.
Solution—8-11, 23-19, 20-16, 19-24, 17-13, 24-20, 13-17, 18-23, 17-14, 23-19, 14-10, 5-9, 10-6, 9-14, 6-2. Drawn.

PROBLEM No. 53—Selected.

Black—2, 15, 19, 25.
White—22; Kings 8, 14.
Black to play and win.
Solution—19-24, 8-11, 15-19, 11-16, 19-23, 16-19, 24-27, 19-26, 25-30, 26-23, 30-25. Black wins.

PROBLEM NO. 54—Selected.

Black—Kings 23, 29, 31.
White—18, 30; Kings 14, 15.
White to play and win.
Solution—15-10, 31-26, 10-6, 26-22, 30-25, 22-15, 14-10, 29-22, 10-17. White wins.

PROBLEM NO. 55—By Frank Dunne.

Black—3, 8, 12; Kings 10, 14.
White—19, 20, 24; Kings 5, 7.
Black to play; White to draw.
Solution—8-11, 7-16, 10-7, 5-1, 14-10, 1-5, 3-8, 5-9, 8-11, 9-5, 11-15, 5-9, 15-18, 19-15, 10-28, 9-14, 12-19, 14-16. Drawn.

NOTE—It is curious to note that Mr. Dunne in his guide gives this problem under the name of Chas. McKechanie, quite overlooking his own correction of the problem.

PROBLEM NO. 56—By "Monsieur X."

Black—9, 14; Kings 23, 27.
White—18, 21; Kings 11, 15.
Black to play and win.
Solution—27-31(*a*), 11-16(*b*), 23-27(*c*), 16-20, 14-23, 21-17, 23-26, 15-18, 9-13, 18-22, 27-24. Black wins.
(*a*)—23-26, 21-17. White wins.
(*b*)—15-10, 14-17. Black wins.
(*c*)—23-26, 16-20, 14-23, 15-18. Drawn.

PROBLEM NO. 57—By H. Tonkin.

Black—6, 7, 10, 13; King 15.
White—17, 22, 23, 24, 30
White to play and win.

Solution—24-19, 15-24, 22-18, 13-22, 23-19, 24-15, 18-2. White wins.

NOTE—Who'd suspect a win from the position for White?

PROBLEM NO. 58—By W. J. Wood.

Black—4, 28.
White—26, 29.
Black to play and win.

Solution—28-32, 26-23(*a*), 32-27, 23-18, 27-23, 18-15(*d*), 4-8(*b*), 15-10, 8-11, 10-6, 6-2, 11-16, 16-19, 2-7(*c*), 19-23, 7-11, 24-27, 11-16, 27-31. Black wins.

(*a*)—29-25, 32-27, 25-21, 4-8, 21-17, 27-31, 26-23, 31-26, 23-19, 8-11. Black wins.

(*c*)—Any other move allows Black a win by Payne's first position.

(*d*)—18-14, 4-8, 29-25, 23-18, 14-10, 8-11, 10-7, 11-15, 7-3, 15-19, 3-8, 19-23, 8-11, 23-26, 11-16, 26-31(*e*). Black wins.

(*e*)—26-30 allows White to draw.

(*b*)—The natural move and one that 99 out of 100 players would make would be 23-18, which allows White to draw.

PROBLEM NO. 59—Selected.

Black—8, 19; Kings 30, 31.
White—7, 20; Kings 10, 28.
White to play and win.

Solution—10-15, 19-23, 15-18, 23-27(*a*), 7-3, 8-12, 20-16, 12-19, 18-23, 19-26, 28-32. White wins.

(*a*)—31-27(*b*), 28-24, 27-32, 18-27, 32-23, 24-19. White wins.

(*b*)—23-26, 18-23. White wins.

PROBLEM No. 60—Selected.

Black—3, 4, 12, 20, 24, 26, 27; Kings 28, 32.
White—5, 9, 10, 11, 13, 18; King 6.
White to play and draw.
Solution—11-7, 26-31, 6-2, 31-26, 9-6, 26-22, 18-14, 22-17, 13-9, 17-13, 5-1.
NOTE—The temptation is great to take the 3 for 3 cut and lose.

PROBLEM No. 61—By W. L. Coudon.

Black—9, 25; Kings 14, 15.
White—5, 23; Kings 1, 22.
Black to play and win.
Solution—25-30, 1-6, 14-17, 22-13, 15-10, 6-15, 30-26, 13-6, 26-1. Black wins.

PROBLEM No. 62—By L. M. Stearns.

Black—Kings 12, 27, 28.
White—11, 23; King 25.
White to play and draw.
Solution—23-18, 27-23, 18-14, 23-18, 14-9, 18-14, 9-6, 14-10, 6-2*, 28-24, 25-22, 24-19, 22-17, 19-15, 11-8, 12-3, 2-7. Drawn.

PROBLEM No. 63—By A. J. Heffner.

Black—10, 20; Kings 23, 29.
White—16, 18, 30; Kings 8, 11.
White to play and win.
Solution—18-15, 10-19, 11-15, 20-24, 16-12, 23-27, 8-11, 27-31(*a*), 12-8, 31-27(*b*), 8-3, 27-31, 3-8, 31-27(*c*), 11-16, 27-23, 16-20, 23-27, 8-11, 27-31, 20-27, 31-24, 11-16, 19-23, 16-19. White wins.

(*a*)—27-32, 11-16, 19-23, 15-19. White wins.

(*b*)—19-23, 30-25, 29-22, 15-18, 22-15, 11-20. White wins.

(*c*)—If 19-23, same as (*b*).

PROBLEM NO. 64—Selected.

Black—24; Kings 25, 27, 28.

White—17, 31; Kings 18, 19.

White to play; black to draw.

Solution—17-14, 25-21, 14-10(*h*), 21-17, 10-7, 17-21, 7-2, 21-17, 2-7, 17-21(*g*), 7-11, 21-17, 11-15(*f*), 17-13, 19-23(*e*), 27-32, 15-19, 13-9(*d*), 23-26(*c*), 9-6, 19-23, 6-10(*b*), 18-22, 10-15, 22-25(*a*), 15-19, 23-16, 24-27 Drawn.

(*a*)—Threatening 25-30, followed by 23-27, a winning exchange.

(*b*)—The only move to draw.

(*c*)—Only one reply to this; the move in the text; for if 32-27, then 18-14, 9-18, 26-23 wins; or if 9-13, then 18-14, followed by 14-17 wins; or if 9-5, then 19-23, 5-9, 18-22, 9-14, 22-25, 14-10, 25-30, 10-14, 23-27 wins. Instead of 23-26, White might play 18-15, then 9-14, 15-11, 14-10, 11-16, 10-15 draws.

(*d*)—If 13-17, then 18-22 gives the winning exchange.

(*e*)—White dare not play 18-14 because of 27-23 and 24-27.

(*f*)—However White may initiate the attack, this position must be arrived at ultimately; and at this point Black must have his King ready to go 17-13 as in the text.

(*g*)—17-13 loses by 18-14, 27-32, 7-2, 32-27, 14-9.

(*h*)—If white prefer to "pin" the King by 18-12, then 27-32, 14-10, 32-27, 10-7, 27-32, 7-2, 32-27, 2-7, 27-32, 7-11,

32-27. Now White may not go 11-15 or 11-16 because of 27-23. He must play 22-18, releasing the isolated King, to which Black replies 21-17, and we have the same position as at 12th move of text. If, however, he fails to answer with 21-17, White wins thus: 21-25, 11-15, 25-21, 19-23, 27-32, 15-19, 21-25 (21-17, 18-22), 18-15, 25-22, 15-11, 22-17, 11-16 followed by 16-20, captures a man and wins.

PROBLEM No. 65—By H. D. Lyman.

Black—7; Kings 17, 21.
White—Kings 14, 15.
White to play; can White draw?

NOTE—First published in the "Glasgow Herald" under the terms "White to move and draw" and considered sound until one of those canny Scots showed a win for the Black pieces. Taken as a sequel to the problem that follows, it is most interesting.

Black wins thus: 14-9, 17-22, 9-14, 21-25, 14-9, 25-30, 9-14, 30-26, 14-9, 26-31, 9-14(*a*), 31-27, 14-9, 22-26*, 9-14(*b*), 26-23, 14-9, 27-32, 9-14, 32-28. Black wins.

(*a*)—15-10, 7-14, 9-25, 31-26. Black wins.

(*b*)—9-6, 7-10, 15-18, 26-23. Black wins.

PROBLEM No. 66—An Australian Study.

Black—7, 13; King 26.
White Kings on 1, 19.
White to play and draw.

Solution—1-6, 26-22, 19-23, 13-17, 6-2, 7-10, 2-6, 10-14, 6-9, 22-18, 23-26, 17-21, 9-13, 18-15, 13-17, 15-10, 17-22, 10-6, 22-17, 6-10, 17-22, 10-15, 26-23. Drawn.

PROBLEM No. 67—By S. J. Pickering.

Black—5, 12; Kings 14, 23, 29.
White—9, 20, 31; Kings 15, 22.
White to play and draw.
Solution—20-16, 12-19, 15-24, 23-26, 22-17, 14-21, 31-22, 5-14, 24-19, 21-25(*a*), 22-18, 14-23, 19-26. Drawn.
(*a*)—29-25, 22-17, 14-18, 19-15. Drawn.

PROBLEM No. 68—By L. J. Vair.

Black—6, 23; Kings 14, 32.
White—21; Kings 7, 13, 24.
White to play and win.
Solution—21-17, 14-21, 24-27, 23-26, 13-17; now Black may jump whichever way he likes for a starter; White will play 7-2 and wait for him, so as to gobble up three at a time and have the move on the survivor at 26.

PROBLEM No. 69—Author Unknown.

Black—4, 13, 17, 18, 19.
White—12, 25, 26, 27; King 10.
White to play and win.
Solution—10-14, 18-23, 27-18, 17-22, 26-17, 13-29, 12-8, 4-11, 18-15. White wins.

PROBLEM No. 70—Author Unknown.

Black—2, 5, 7, 10, 11, 16.
White—14, 17, 18, 20, 22, 25, 28.
White to play and win.
Solution—18-15, 10-19, 22-18, 19-23, 25-21, 23-27, 28-24, 27-31, 24-19, 16-23, 14-9, 5-14, 17-3, 31-26, 3-8. White wins.
NOTE—A very clever practical lesson in end-play.

PROBLEM No. 71—By G. H. Slocum.

Black—1, 5; King 20.
White—17, 21, 28.
White to play and draw.

Solution—17-14, 1-6, 21-17, 20-16, 28-24, 16-11, 24-19, 6-9, 19-15, 11-18, 17-13. White draws.

NOTE—A good example of boldness in getting out of trouble.

PROBLEM No. 72—By M. H. Brennan.

Black—12, 15, 17; Kings 16, 21.
White—6, 27, 28, 30; King 9.
White to play and win.

Solution—9-13, 17-22, 13-17, 21-14, 30-26, 22-31, 6-2, 31-24, 28-10, 14-7, 2-20. White wins.

PROBLEM No. 73—By James Lees.

Black—14; Kings 30, 31.
White—Kings 21, 22, 24.
White to play and win.

Solution—24-20, 31-27, 20-16, 27-24, 16-11, 24-19, 22-17, 14-18, 11-15, 19-10, 17-14, White wins.

NOTE—The manner in which the Black King is allowed to walk around after the retiring White King is very pretty.

PROBLEM No. 74—The ending of a game between Buchanan and Stitt.

Black—12, 21, 22.
White—30; Kings 6, 20.
White to play and win.

Solution—6-10, 22-25, 10-15, 25-29, 15-18, 29-25, 20-24, 12-16, 24-20, 16-19, 30-26, 25-30, 18-23, 21-25, 23-16, 30-23, 16-19. White wins.

NOTE—Illustrate the importance of a player knowing how to manage exchanges in such a manner as to change the move or not to change it.

PROBLEM NO. 75—By Dr. A. Schaefer.

Black—19; Kings 6, 14, 21.
White—13, 29, 31; King 11.
White to play and draw.
Solution—11-15, 19-24, 29-25, 21-30, 31-26, 30-23, 15-18. White draws.

PROBLEM NO. 76—By J. P. Grey.

Black—12, 16, 18, 20; King 23.
White—10, 24, 27, 28; King 14.
White to play and win.
Solution—24-19, 23-32, 14-23, 32-27, 23-32, 16-23, 10-7, 12-16, 7-3, 16-19, 3-7, 23-26, 7-10, 19-23, 10-14, 26-30, 14-18, 23-26, 18-22, 26-31, 28-24, 20-27, 32-23. White wins.

PROBLEM NO. 77—By G. H. Slocum.

Black—8; Kings 9, 22, 25.
White—6; Kings 3, 12, 28.
White to play and win.
Solution—6-1, 8-11, 3-7, 11-15, 7-10, 15-19, 1-5, 9-13, 12-16, 19-23, 5-9, 13-15, 16-19, 15-24, 28-17. White wins.

PROBLEM NO. 78—By A. J. Heffner.

Black—21, 28; Kings 2, 29.
White—30, 32; Kings 1, 10.
White to play and win.

Solution—1-5, 29-25, 5-9, 25-22, 9-13, 22-18, 30-26, 21-25, 13-9, 25-30, 9-5, 30-23, 32-27, 23-32, 10-6. White wins.

PROBLEM NO. 79—By J. P. Balsom.

Black—4, 7, 9; King 15.
White—17, 22, 23; King 1.
White to play and win.
Solution—1-6, 9-13, 22-18, 15-22, 23-18, 22-15, 6-2. White wins. Ingenious.

PROBLEM NO. 80—By C. M. Wilder.

Black—21, 26, 27.
White—29; Kings 17, 28.
White to play and win.
Solution—28-32, 27-31, 17-13, 26-30, 29-25, either to 26, 25-22, 26-17, 13-22. White wins.

PROBLEM NO. 81—By William Bryden.

Black—3, 5, 10, 13, 14, 15, 19, 20.
White—12, 21, 22, 24, 26, 28, 30, 31.
White to play and win.
Solution—12-8, 3-12, 26-23, 20-27, 31-24, 19-26, 30-23, 5-9, 24-19. White wins.

PROBLEM NO. 82—By James Robertson.

Black—2, 5, 25, 28; King 29.
White—9, 17, 32; Kings 3, 18.
White to play and win.
Solution—17-14, 25-30, 18-22, 30-25, 14-10, 25-18, 3-8, 5-14, 10-7, 2-11, 8-22. White wins.
NOTE—This position is the ending of a game won by James Robertson.

PROBLEM NO. 83—By C. L. Lynn, Ivoryton, Conn.

Black—2, 5, 11; King 18.

White—9, 13, 14; King 3.

Can White draw the game? White to move.

Solution—3-8, 11-15, 8-11, 15-19, 14-10, 5-14, 10-7, 2-6, 7-2, 6-10, 2-6, 10-15, 11-16, 18-23, 16-11, 14-18, 6-10, 23-26, 11-16, 18-23, 16-11, 15-18, 11-15. Drawn.

NOTE—An end-game position.

PROBLEM NO. 84—Selected.

Black—13, 20, 22.

White—30; Kings 28, 29.

White to play and win.

Solution—28-32, 20-24(*a*), 32-28, 24-27, 28-24, 27-32, 24-19, 32-27(*b*), 30-25, 22-26, 19-23, 27-18, 25-22. White wins.

(*a*)—13-17, 32-27, 17-21, 27-31, 20-24, 30-26. White wins.

(*b*)—13-17, 19-15, 32-27, 15-18. White wins.

PROBLEM NO. 85—Selected.

Black—7, 17; Kings 5, 24.

White—14, 26; Kings 15, 18.

White to play and win.

Solution—15-10, 7-11, 10-15, 11-16, 18-22, 17-21, 22-25, 21-30, 15-18. White wins.

PROBLEM NO. 86—By Arnold C. Cook.

"The Whirlwind."

Black—2, 3, 5, 17, 18, 22, 26; Kings 30, 31.

White—6, 8, 9, 12, 14, 15, 16, 23, 24, 27.

White to play and win.

Solution—24-19, 31-24, 8-4, 18-27, 12-8, 3-12, 15-10, 24-15, 4-8, 12-19, 10-7, 2-11, 14-10, 5-14, 6-2, 15-6, 2-25, 30-21, 8-13. White wins.

PROBLEM NO. 87—Author Unknown.

Black—14, 15; King on 25.
White—22; Kings on 23, 27.
White to play and draw.

Solution—22-17, 14-21, 23-26, 15-19(*a*), 27-32, 25-29, 32-27, 29-25, 27-32, 25-30, 26-31*, 21-25, 32-27, 25-29, 27-23, 19-26, 31-22. Drawn.

(*a*)—25-29, 26-30, 15-19, 27-23, 19-26, 30-23, 29-25, 23-26. Drawn.

A useful lesson in end-play.

PROBLEM NO. 88—Selected.

Black—21; Kings 4, 29.
White—30; Kings 11, 22.
White to play and win.

Solution—22-18, 29-25, 30-26, 25-29(*a*), 18-15, 21-25 15-19, 25-30, 11-16. White wins.

(*a*)—25-30, 18-23, 30-25(*b*), 23-19, 25-29, 19-15, 21-25, 15-19, 25-30, 11-16. White wins.

(*b*)—21-25, 11-16, 4-8; or 25-29, 23-19. White wins.

PROBLEM NO. 89—By C. Steiner.

Black—9, 17, 25; Kings 6, 29.
White—5, 18, 23, 31; King 32.
White to play and win.

Solution—5-1, 6-2(*a*), 1-6, 9-13, 31-26, 2-9, 26-22, 17-26, 18-14, 9-27, 32-21. White wins.

(*a*)—6-10, 18-15. White wins.

PROBLEM No. 90—By Robert Stewart.

Black—10, 13, 19; King 14.
White—17, 22, 29, 30; King 31.
White to play and win.

Solution—30-26, 14-21, 26-23, 19-26, 29-25, 21-30, 22-18(*a*), 30-25(*b*), 31-29, 13-17, 29-25, 17-22, 25-30. White wins.

(*a*)—Here we have the position of four men against two, but unable to win or draw.

(*b*)—13-17, 31-13, 30-25; or 30-26, 18-14, White wins.

NOTE—Atracted much attention at the recent Australian championship meeting.

PROBLEM No. 91—By Wm. J. Wood.

Black—6, 9, 12, 13.
White—18, 20, 25, 27.
White to play and win.

Solution—25-21, 6-10, 27-23, 12-16*, 20-11, 10-15, 21-17, 13-22(*a*), 11-7, 22-26, 18-11. White wins.

(*a*)—15-22, 23-18, 22-26, 17-24 with same result.

PROBLEM No. 92—By L. S. Hart, Jr.

Black—1, 10, 12; Kings 16, 19, 27.
White—6, 15, 18, 23; King 25.
White to play and draw.

Solution—25-21, 19-26, 21-17, 10-19, 17-13, 1-10, 18-14, 10-17, 13-15. White draws.

PROBLEM No. 93—By H. D. Lyman.

Black—15; Kings 13, 25.
White—32; Kings 14, 26.
White to play and win.

Solution—26-23, 15-18, 23-27, 18-22, 14-17, 22-26, 27-23. White wins.

A gem sure enough.

PROBLEM No. 94—Selected.

Black—9; Kings 11, 19.

White—21; Kings 10, 18.

White to play and win.

Solution—21-17, 9-13, 10-15*, 19-10(*a*), 18-14. White wins.

(*a*) 13-22, 15-24, 22-25 or 26, 24-19. White wins.

PROBLEM No. 95—By T. McLaren.

Black—5, 12, 17; King 27.

White—14, 21, 29; King 19.

White to play and win.

Solution—29-25, 12-16, 19-12, 27-23, 12-16, 23-18, 14-9, 5-14, 16-19, 17-22, 19-15. White wins.

NOTE—This position is said to have arisen in a championship match and abandoned as drawn. The manner in which White gathers his forces for the attack is very instructive.

PROBLEM No. 96—By Dr. A. Schaefer.

Black—19, 21; King 29.

White—Kings 28, 31.

White to play and draw.

Solution—31-26, 29-25, 28-32, 25-30*, 26-31, 21-25, 32-27, 25-29, 27-23, 19-26, 31-22. Drawn.

It is obvious that if Black goes back to 29 again on his

second move, White will go back to 28 and these two moves can be repeated indefinitely.

If 19-24 is played at Black's second move, we get: 26-31, 24-28, 31-26; now Black cannot give up a man without losing the move and may lose the game.

PROBLEM NO. 97—By T. M. Macgregor.

Black—10, 21; Kings 2, 30.
White—6, 13, 18, 29.
White to play and draw.
Solution—29-25, 2-9, 13-6, 30-26, 18-14, 10-17, 25-22. Drawn.

PROBLEM NO. 98—By A. J. Heffner.

Black—2, 5, 6, 20; Kings 19, 22.
White—13, 17, 21, 28; Kings 7, 11.
Black to play and win.
Solution—6-9, 13-6, 22-13, 6-1, 20-24, 7-3, 2-6, 1-10, 19-23. Black wins.

PROBLEM NO. 99—By Charles Hefter.

Black—10, 12, 14, 25; King 31.
White—21, 23, 24, 27, 28.
Black to play and draw.
Solution—12-16, 24-20, 31-24, 28-12, 10-15, 12-8, 25-30, 8-3, 30-26. Drawn.

PROBLEM NO. 100—By J. E. Green.

Black—2, 3, 11, 21, 26; Kings 12, 31.
White—9, 10, 29; Kings 4, 13, 28.
White to play and draw.

Solution—4-8, 11-16(*a*), 8-11, 16-20, 10-7(*b*), 3-10, 11-16, 12-19, 29-25, 21-30, 9-6, 2-9, 13-24, 20-27, 28-32, 30-25, 32-21. Drawn.

(*a*) 2-7, 8-15, 7-14, 13-17. Drawn.

(*b*) The beginning of the end.